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ISSUE 140
JULY 93

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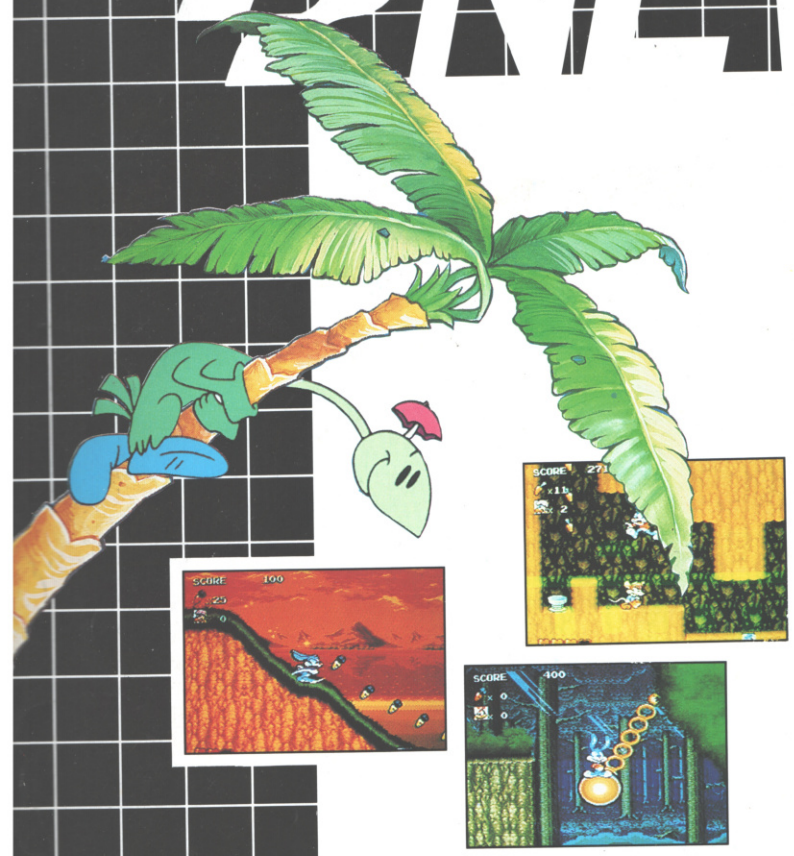

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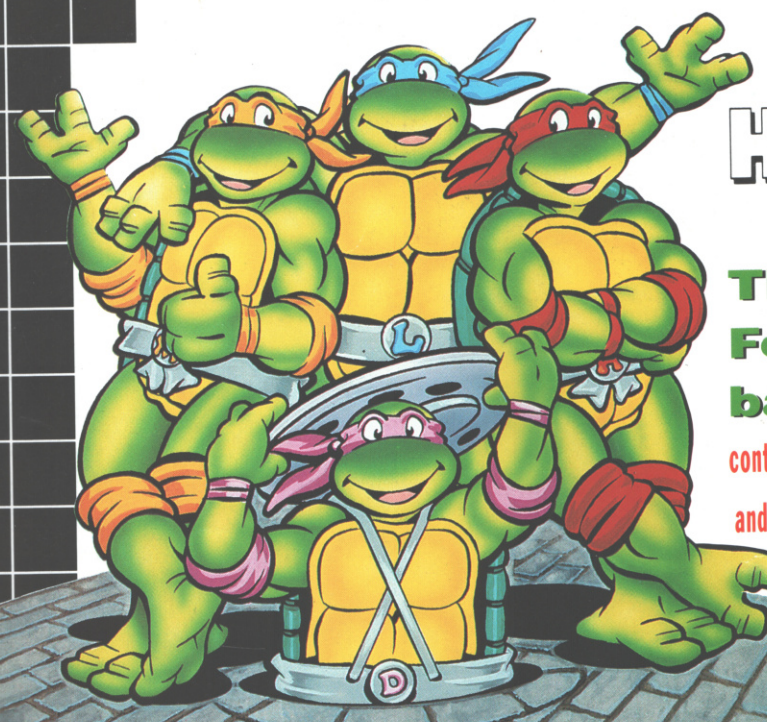

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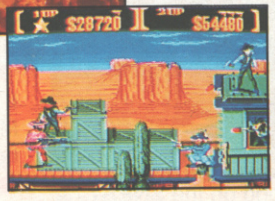

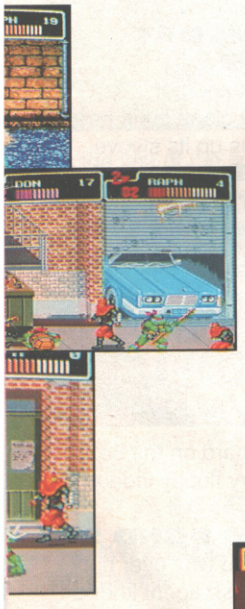

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mocracy

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COMPUTER AND CVG VIDEO GAMES

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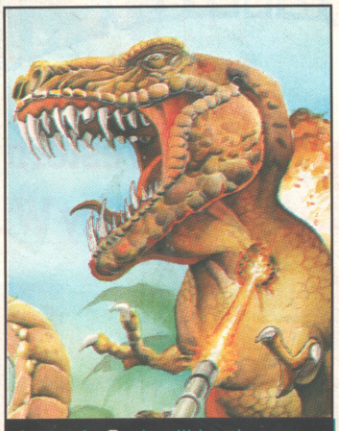
CONT

COVER STORY



Jurassic Park will be the biggest film this summer. But what about the games? Find out on page 20.

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Want to see what all the fuss is about this game? You bet you do!

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120 CVG ON HOLIDAY
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Yes! 100 Joysticks, SNES, and Megadrive controllers up for grabs!

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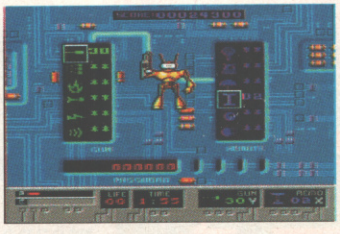
It's big, it's bad and it's brilliant

34 POP 'N TWIN BEE
The latest Konami shoot 'em up scores highly with the CVG boys.

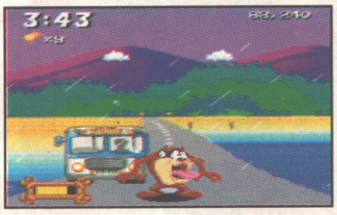
44 FINAL FIGHT 2
The first review out of the SFII look-a-like but with two new characters and enhanced further than anyone though possible.

50 B.O.B.



Is it any good on the SNES? We think the plot's a bit weird but the game's certainly not mad…

52 TAZ MANIA



Cartoon accurate action with stunningly good graphics. But is that all folks?

58 WAYNE'S WORLD
It's one of this year's shock hits on the screen. But could it be less hit and more shock on the SNES?

60 DOOMSDAY WARRIOR
Looks like just another Streetfighter II clone but it has a few surprises up its sleeve.

69 AMERICAN GLADIATORS

They look so hard on the box, but they're very floppy indeed on this cart!

72 JAMES POND 2
He's back – and why ever not? A platforming fish agent knows his plaice!

74 OPERATION LOGIC BOMB
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It may be a classic old Mindscape game, but it still holds up well even today.

84 WORLD CLASS RUGBY
An Amiga game goes SNES and makes you think.

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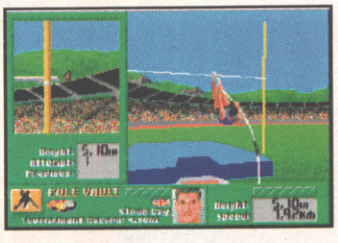
38 WONDER DOG
He digs, he flys, he sniffs other dogs! And he's the best cartoon platform game on CD.

40 BATMAN
The Mega CD version has an all-new front end that features a great driving challenge...

78 SUMMER CHALLENGE



It's the first of the sports games sprionging out to play.

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Recycling's his name, and you should recycle this game!

84 AMAZING TENNIS
You thought there were enough tennis games? Well it's game, set and match for this beauty...

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81 ARABIAN NIGHTS
Krisalis have rubbed the lamp and found gold in this arcade adventure.

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It's an old formula but it seems to work well in this latest guise.

86 ANCIENT ART OF WAR IN THE SKIES
Slow, strategy game for the ex-board playing war monger.

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48 SEVENTH GUEST
Stunning PC CD-ROM game set in the sprawling grounds of a huge mansion. Murder and intrigue abound. Hold on to your undies!

56 STRIKE COMMAND

Nothing handles a war sim quite like the PC. Check this out it races, fast!

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54 LORDS OF THUNDER
One of the best beat 'em ups on any format.

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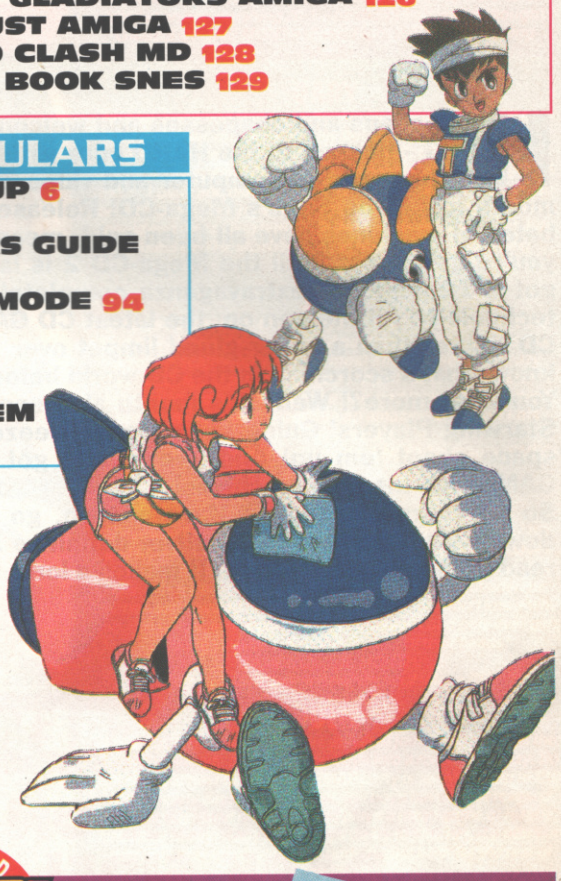


HAND-HELD GO! VIDEO GAMES

INSIDE - GO!
Yes! It's still here! Britain's hottest Hand Held games mag! Bringing you all the latest coverage of all that's the best of fun in your hand.

WORD UP WITH GARTH

Hello chaps and chapesses and welcome to another mind-expanding issue of CVG – packed to the HARD core with all the latest and greatest happenings in the world of computer and video game entertainment! Hottest news this month has to be Sega's Mega-CD! Released at the beginning of April, the initial batch of machines have all been sold, meaning that what's in the shops now is all you're gonna get until the Mega-CD 2 is launched in October! Meanwhile, we've got a 16-page CD extravaganza completely devoted to the latest compact disc technology. All the gen on the latest CD GAMES is there and we'll be sticking to CD tighter than a super-glued limpet over the coming months! So if you want to know what's scorching in the CD world before anyone else, stay with us!

You want more?! Well, this month also sees the first part of our comprehensive Starwing Players' Guide to help you breeze through Nintendo's super smash hit space shoot 'em up! And, we've still got all the latest reviews of the hottest GAMES on the best machines!

So do yourself a favour. Have a wash, go out and meet people and then settle down with the most informative, definitive and above all, greatest gamesplayers' read in the universe – CVG! It makes a lorra lorra sense, chuck.

See ya

GARTH

CVG CREW NEWS

ALWAYS LOOK ON THE DARK SIDE!

Regular readers should know that the only thing closer to Paul Rand than his shades are his Union Jack boxer shorts! 'If anything happened to my favourite specs,' he once said 'I think I might blub really pretty badly, actually.' On a recent midnight reconnaissance mission to a new and rather nice-looking beer garden, the nightmare became a reality and his beloved glasses slipped off his head and into the dense undergrowth. It was all our man could do to hold in the water and screams of anguish. Well, he's been wandering around the office with a face like a crumpled Cortina and no amount of chips or fizzy pop could raise his spirits – that was until the CVG Party Hotline rang and those fabulous guys 'n' gals from Virgin invited the crew out to the Cool Spot launch party! And what were they giving away as the coolest accessories known to man? Inflatable beach balls, of course! AND an amazing pair of darkest spectacles! Life is once again complete for Mr Rand and he's started talking to girls, wearing clean undies again and everything!

Down at the Virgin bash with our man Rand and his seedy chums. 'It's just fizzy pop Ma – honest!'

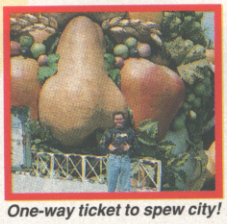
The boys fight over an Infogrames lunch!

WOOF WOOF! MES AMIS!

It may be a dog's life working on the world's biggest and best computer games mag, but we do get our perks. The lads and lasses on CVG work more late nights than Cynthia Payne in order to make sure that you don't miss one single scrap of detail and information in CVG's pages. So, when top softco Infogrames sent out invitations to travel to France for the launch of their next huge game, Asterix on SNES and Game Boy, the crew dispatched Steve and Paul, post-haste, to cover the fun. They didn't do much work and they didn't even bring us back a prezzie, but judging by the pictures taken at Asterix park they had a ball! Top marks Infogrames and the game looks the business!

Spot the bozos who sat at the front - DOH!

Paul strapped in, colostomy bag secured and sorted!



One-way ticket to spew city!

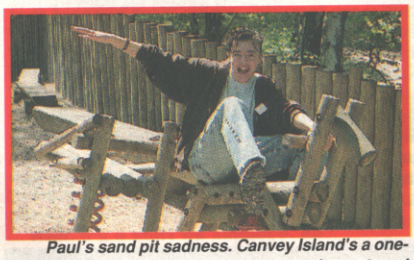
Wow! Gnarly MAN! The fastest, twistiest roller-coaster in Europe!

No wonder Obelix has trouble walking!

EARLY TO BED, THICK IN THE HEAD

Continuing Mr Anglin's never-ending tales of Monday morning woe and his late-to-work shenanigans, we have exclusive proof that the man is a couple of sandwiches short of a picnic hamper! It's a familiar sight. 10am Monday morning and Garth, Steve, Gary and Rand are all stuck behind their computers, noses to the grindstone and there's not a single member of the Anglin species in sight! Then, with a sudden crashing of swing doors the young lad steams round the corner dripping wet, panting and gasping with yet another tale of train treachery and traffic tardiness! Garth's got so fed up with the lamer's excuses he's hired a top private eye to trace Anglin's footsteps on a typical journey to the office...

7am - Paul's bedroom light comes on in Canvey Island's lighthouse. **8am** - Paul steps out the lighthouse door and stands in the rain for 20 minutes with his thumb in the air, waiting for a passing canoe to give him a lift to shore. **8.45 am** - He's still there! **8.46am** - Looks at his watch and decides to swim for it! **9am** - Finds a faulty orange traffic light and starts to dry his clothes! **9.30am** - Saunters off down the road and suddenly starts flapping his arms furiously, bird fashion, hopping in the air and squawking what sounds like; 'It's quicker as the crow flies!' **9.45am** - Collapses exhausted in a kiddies' playground and eventually hops on a wooden horse in the sand pit. **10am** - Arrives at CVG towers, still damp, on the back of a milk float and skips up the steps. (And if you believe that... You should be working here instead of Garth! - Paul)



Paul's sand pit sadness. Canvey Island's a one-horse town!

MEET THE CVG CREW:

The team are off for a romantic night out at the huge EMAP awards. They might even get to snog their dream partner against all odds...

GARTH

Garth's rarely seen with women, preferring the company of his Macintosh and a good keyboard. So, when he said he was off for a bevvy one evening, no-one thought anything of it until he was seen making his way to a gig surrounded by five beautiful fawning Dutch babes! The rest of the crew now have a new-found respect for the old smoothie – especially Gary 'The Book' Whitta who's shortened his 'Snogging Stakes' odds to 2-1!
GAMES OF THE MONTH:
Starwing (SNES), WWF Royal Rumble (SNES)

PAUL

Mr Rand is disgusted with the whole team this month because whilst he was on holiday they decided to run bets to see who would get a snog with a girlie at the forthcoming EMAP Editorial Awards. He said running a book was a, "...childish, immature and potentially hurtful thing to do." We think he'd have moaned less if he hadn't found out that his odds on a snog were calculated at an ego-crushing 20-1 – he didn't half waltz, though!
GAMES OF THE MONTH: Final Fight 2 (SNES) Starwing (SNES)

GARY

Bashful 'Snogging Handicap' bookie Mr Whitta may not be popular with Paul, but he's certainly got some secret admirers at work! When he announced his own odds in the forthcoming 'Night of a Thousand Snogs', several people jumped at his modest 7/1 odds and placed £30 on him in five minutes! He used to be wary of girls but now he's terrified! One bout of tonsil hockey could end up costing him £210! (No surprises there, then! -Ed)
GAMES OF THE MONTH: Arabian Knights (Amiga) Starwing (SNES)

JON

Mr B is no stranger to the ways of lurve because his mum told him all about that 'frightful nastiness' when he was just a young scallywag. He's the most street-wise and sleazy when it comes to playing tongue tennis! However, his charming boyish looks, flowing girlie hair and lack of height have served to shorten his odds to an amazing 2-1! Won't his mum be proud!
GAMES OF THE MONTH: Starwing (SNES) Tazmania (SNES)

STEVE

Steve wasn't going to go to the EMAP awards party 'cos, "It's just not my thing man – loads of suits, not enough rock babes and too many Barry Manilow records, you know!" But when he heard that Gary had put him as a rank snogging outsider, he immediately placed his bet and got a ticket. We don't know why though, because he's always been fairly rank and only ever gets to kiss girls when they're outside – of their heads!
GAMES OF THE MONTH:
Starwing (SNES) Prince of Persia 2 (Mega CD)

JULIE

Fresh-faced new girl, Julie has only just joined the ranks of the Crew but already she's sent the boys into a romantic frenzy. So far, the seat next to her at the EMAP party is selling for up to £10 but it's early days yet. However, the boys haven't yet realised that her boyfriend is 6"2' tall and plays a mean game of Rugby. Needless to say, if any of the boys do try to kiss her, it's odds on that they may be playing with odd-shaped balls for the rest of their lives!

ANGLIN

Top, good-looking, ruggedly handsome superstars from Canvey Island are few and far between as Mr Anglin bears testament to. However, if he turns into his alter-ego, Shop Kid, at the award ceremonies, then all will be falling at his feet! Not to get to grips with his savage tongue though, but to place orders on the next run of microwaved pasties and cans of pop! The food at the awards is truly dreadful!
GAMES OF THE MONTH: Lords Of Thunder (PCED) Super Mario Kart (SNES)

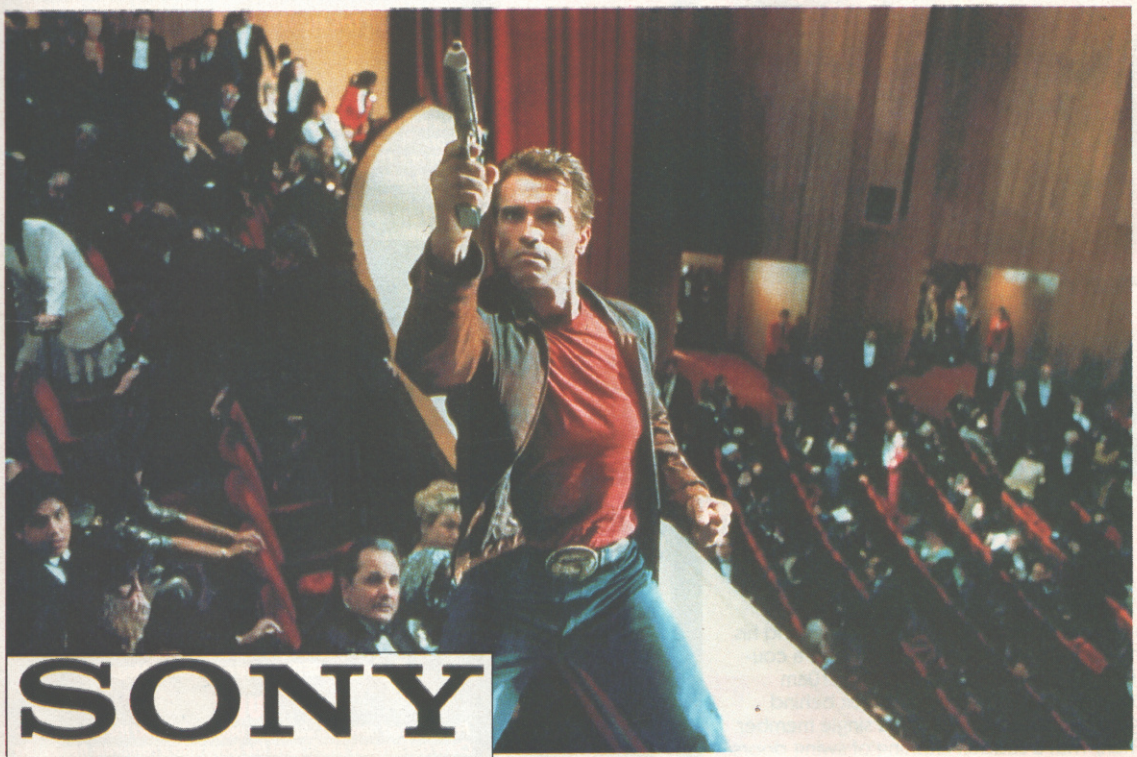
STEVE

Steve's been working overtime on his reputation as CVG's Mr Moonlight! It seems that Mr James is basing his life on JRR Tolkien's fictional character, Bilbo Baggins, in that he can't remain at any party for longer than 60 minutes without slipping on his invisible cloak and striding out into the night to party with persons anew! He was recently spotted by Jon in his blue VW staggering down Camden High Street at 2am Thursday morning. When the designer called out, all Steve could reply over and over again was; 'Leave me alone! So many parties, so little time!'

NEWS

SONY swoops on the scousers and Last Action Hero... TEENY WEENY rides the plains... the SUPER SCOPE sails into history... and hot rumours about MORTAL KOMBAT 2...

SONY SNAPS UP PSYGNOSIS!



Arnie kicks ass in Last Action Hero this Summer - Mega-CD owners should start wetting their pants now, we hear...

SONY

IMAGESOFT

After months of rumour, it's finally been confirmed that Sony Imagesoft has bought UK software house Psygnosis for a multi-million pound sum.

The top-level deal's been on the cards for ages, but it's only been made official this month – and the announcement paves the way finally for the release of games like Dracula, Cliffhanger and Last Action Hero, which Psygnosis is developing for Sony here in the UK. Sony's worldwide connections also open the door for Psygnosis games to appear on many more formats – we've already heard that the 3DO version of Lemmings is now in development.

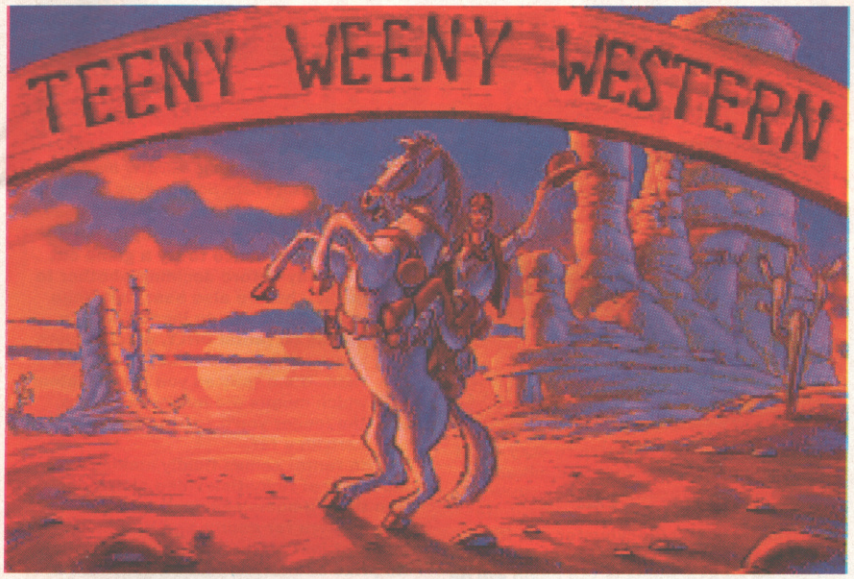
The biggest title in the Sony/Psygnosis line-up for this year is undoubtedly The Last Action Hero, based on the BIG Arnold Schwarzenegger movie for Summer in which movie bad guys escape into the real world via a magic cinema ticket and are pursued by Arnie. The game's due to appear on every major format, from NES to Mega-CD and 3DO, with Arnie stepping in to film exclusive extra scenes for the CD versions. Look out next month for an exclusive in-dev report...

HMV
KNOW HMV - KNOW GAMES

ALL-FORMATS CHART

1. **SUPER KICK OFF** (Megadrive/USGold)
2. **SUPER STAR WARS** (Super NES/JVC)
3. **X-WING** (PC/US Gold)
4. **PGA TOUR GOLF 2** (Megadrive/EA)
5. **STRIKE COMMANDER** (PC/EA)
6. **FLASHBACK** (Amiga/US Gold)
7. **TINY TOONS** (Megadrive/Konami)
8. **DESERT STRIKE** (Amiga/EA)
9. **ANOTHER WORLD** (Megadrive/Virgin)
10. **EYE OF THE BEHOLDER 3** (PC/US Gold)
11. **REACH FOR THE SKIES** (Amiga/Virgin)
12. **THE CHAOS ENGINE** (Amiga/Renegade)
13. **CHAMPIONSHIP MANAGER 93** (Amiga/Domark)
14. **TINY TOONS** (Super NES/Konami)
15. **SUPERFROG** (Amiga/Team 17)
16. **BODY BLOWS** (Amiga/Team 17)
17. **PUGSLEY'S SCAVENGER HUNT** (Super NES/Ocean)
18. **GRAHAM GOOCH'S WORLD CLASS CRICKET** (Amiga/Audiogenic)
19. **NHLPA 93 HOCKEY** (Super NES/EA)
20. **STREETS OF RAGE 2** (Megadrive/EA)

A TEENY WEENY WESTERN



Yee-hah! Rootin' tootin' darn shootin' action, coming your way with Teeny Weeny Western. By the way, Rand just told me to make sure this caption fits. What does he know about anything? He can't even write a caption without using the words "ahoy" or "hilarity". Both, more often than not.

If you haven't heard of Teeny Weeny Games before (and you probably haven't), it's a good bet you will have after the Summer, as the fledgling firm has a sackful of top products lined up for 1993.

One of the biggest games in the TWG melting pot is Teeny Weeny Western, a SNES title described by the Teeny team as "a cross between Monkey Island, Zelda and Carry On Cowboy." It's a full simulation of the Wild West where the player, as a rootin' tootin' cowboy, can go cattle rustling, buy and sell horses, gamble in the local saloon and even get involved in a drunken punch-up – basically everything the real western heroes used to get up to. "We are aiming to make the game as real life as possible," says TWG boss Angela Sutherland. "At least as real as you can be with berserk cartoon characters."

These exclusive CVG pictures are the first you'll see anywhere for a while, as Teeny Weeny has the game well under wraps, and it's not due out until Christmas. In the meantime, the company has a few other secret projects in development, including a VERY big licence to be revealed next month. Stay tuned...

QUICK NOTES

● **WE ALL** know that Street Fighter II on Super NES was one of last year's biggest games, but do you have any idea how many copies it actually sold? How about SIX MILLION copies worldwide? That's twice the amount that even CapCom expected to flog, making it one of the most successful console titles ever...

● **SHOW** fans will be pleased to hear news of the International Computer Show to be held between November 19 and 21 at the Wembley Conference Centre. Amiga and PC fans in particular should find it a treat, as the organisers say there'll be extra emphasis on leisure – ie games – this year. Might be a good place to pick up a bargain; call 081 549 3444 to find out more information.

● **VIDEO** games, in particular CD titles like the controversial Night Trap, may have to carry a movie-style age certificate awarded by the British Board of Film Classification, if plans for new guidelines go ahead. Sega has already agreed to put age ratings on its games in America, and if the media hysteria over here continues, 15 and 18-rated games could be on our shelves by next year...

● **COMMODORE** has yet again slashed prices across its Amiga range. Now you can buy a standalone A600 for just £199, the "Wild, Weird and Wicked" bundle for £229 and the A600HD Epic pack for £349. If you're looking to upgrade to the new 32-bit A1200, you can now get a £100 discount by trading in your old A500 or A500Plus. Well, what are you waiting for...?

● **ACCLAIM'S** conversions of Midway's Mortal Kombat aren't out yet, but we can reveal that the coin-op company is already hard at work on the sequel, to be called – wait for it – Mortal Kombat 2. More news as and when...

IT'S CES TIME AGAIN!

As Martha and the Vandellas put it, Summer's here and the time is right... for going to the Consumer Electronics Show in Chicago. Well, they didn't put it quite like that, but you get the general idea. The point is that it's time once again for the UK video games industry to take a week off and fly out to the USA for a week for the bi-annual CES, where the yanks take the wraps off the very sexiest hardware and software. Previous CES's have seen the launch of products like the Super NES, Starwing and 3DO, so who knows what this summer's expo will throw up? Well CVG does for one! We'll be there, reporting from the Windy City for a Stateside special in next month's ish. Don't miss it!

A NEW SUPER SCOPE GAME!

If you bought that Nintendo Super Scope pack and are now starting to feel a bit of a wally because there aren't any games for it, fear not! There's at least one new title due on the shelves v soon.

The long-awaited SNES version of The Hunt For Red October can be played with the bazooka-like peripheral as Captain Marko Ramius (that's you) defects to the US in the world's most advanced submarine, then takes on everyone from nuclear terrorists to environmental outlaws. As you've probably already guessed, it's a shooty-shooty game, with torpedoes, SAMs, bombs, electronic countermeasures and the silent "caterpillar" drive all at your disposal.

Well, it's a start we suppose. All we need now is a steady flow of Super Scope games to follow this and it might have been worth buying one after all. In the meantime, there's a full review next month.

"We sail into history," says Sean Connery in the film, which is quite good. We hope the game will be quite good as well, but we haven't been able to look at it yet, because Steve Keen's been playing Final Fight 2 all day. Zzzz....

This brings back memories of that classic blaster Sub Hunt, where you had to blow up all the boats and things to protect your own ship. With SNES SuperScope power behind it, this one should be just as playable!

NEWS

SEGA games now available at £2 each... GOLDEN JOYSTICK winners revealed... and the Winter Olympics and Alien Sex Fiend both get snapped up...

THE POLLS ARE IN!

Luvvies! Dahlings! The results of our annual Golden Joystick awards are in, after the plush ceremony held last month in Kensington and hosted, as ever, by the none-too-cheap Jonathan Ross. Like every year, the video games industry gathered to slap each other on the backs and, afterwards, get together for a celebratory glass of mineral water. Of course you scruffy little urchins weren't allowed to go, even though you voted for the things, so for your benefit, here's the full rundown of who won what:

BEST CONSOLE ORIGINAL ACTION GAME
Desert Strike (Megadrive/EA)

BEST COMPUTER SIMULATION
Formula One Grand Prix (PC/Microprose)

BEST LICENSED CONSOLE GAME
Street Fighter II (Super NES/CapCom)

BEST LICENSED COMPUTER GAME
Indiana Jones and the Fate of Atlantis (PC/LucasArts)

BEST ORIGINAL CONSOLE GAME
Sonic 2 (Megadrive/Sega)

BEST ORIGINAL COMPUTER GAME
Alone in the Dark (PC/Infogrames)

COMPUTER GAME OF THE YEAR
Sensible Soccer (Amiga/Renegade)

CONSOLE GAME OF THE YEAR
Street Fighter II (Super NES/CapCom)

HAND-HELD GAME OF THE YEAR
Super Kick Off (Game Gear/US Gold)

PROGRAMMING TEAM OF THE YEAR
LucasArts

PROMOTIONAL CAMPAIGN OF THE YEAR
Sonic 2 (Sega)

SOFTWARE HOUSE OF THE YEAR
Electronic Arts and Team 17 (Joint winners)

See you all next year! Not.

SEGA'S BLOCKBUSTER

● SEGA ● 071 373 3000 ●

A Blockbuster shop somewhere in England yesterday. "Come and discover the difference" it says here. Sounds like a good idea.

Rental games are here to stay – and that's official. Sega has linked up with Blockbuster, the country's biggest video rental chain, to stock its cartridges in 160 Blockbuster and Ritz stores around the UK. By the end of the Summer all 814 shops in the chain will be stocking Sega games.

The 250 titles, including all the latest releases, are up for rent at £2 per night – which gives gameplayers an excellent chance to try a game out for a day before deciding whether to buy it – but we also hear that Sega may be planning to launch certain games on rental ONLY, which means you won't be able to buy them outright. It's a "pay as you play" system which means the better the game, the longer you'll want to rent out the cartridge for.

With rental games finally making the move out of rinky-tink video shops and into the big-name chains, it looks like they're here for good – and Nintendo might at last be forced to finally swallow its pride and release its titles for rental too if it wants to keep up with market leaders Sega.

YOU FIENDS!

● US GOLD ● 021 625 3388 ●

Fans of the perverse may be interested to know that in its latest wacky licensing deal, Ocean has signed up aging rock band Alien Sex Fiend to produce music for the CD versions of one of the company's biggest upcoming games, Inferno. They've been working with Ocean's in-house music man at the firm's Manchester studios. We can hardly wait to hear the result...

HMV
KNOW HMV · KNOW GAMES

MEGADRIVE CHART

1. **SUPER KICK OFF** (US Gold)
2. **PGA TOUR GOLF 2** (EA)
3. **TINY TOONS** (Konami)
4. **ANOTHER WORLD** (Virgin)
5. **STREETS OF RAGE** (Sega)
6. **SONIC 2** (Sega)
7. **CYBORG JUSTICE** (Sega)
8. **LEMMINGS** (Sunsoft)
9. **MEGA-LO-MANIA** (Virgin)
10. **SUNSET RIDERS** (Konami)

BRRRR!

● OCEAN ●
● 061 832 6633 ●

As the software industry goes licence crazy, US Gold has just announced it's signed up the video game rights to this year's Winter Olympic Games in Lillehammer.

Gamers can expect a snow-covered multi-event extravaganza to tie in with the official Games at the end of the year, along the lines of that old classic Winter Games and, more recently, Accolade's Winter Challenge. Beyond that there's no firm info, as US Gold's not saying anything about the game, and obviously it's not due out until the end of the year. Funny time to announce a winter licence though, when everybody is sweating their b****s off.**

HMV
KNOW HMV · KNOW GAMES

PC CHART

1. **X-WING** (US Gold)
2. **STRIKE COMMANDER** (EA)
3. **EYE OF THE BEHOLDER 3** (US Gold)
4. **THE LEGACY** (Micropose)
5. **ZOOL** (Gremlin)
6. **REACH FOR THE SKIES** (Virgin)
7. **FREDDY PHARKAS** (Sierra)
8. **SHADOW OF THE COMET** (Infogrames)
9. **CHAMPIONSHIP MANAGER'93** (Domark)
10. **XENOBOTS** (EA)

YOU MELTED THE DRAGON.

VAULTED THE DRAWBRIDGE. WADED THE SWAMP.

AND FORGOT ABOUT THE DINOSAUR EGGS.

TRY A SPELL IN WOOLWORTHS.

Wipe yourself down, head for any branch and feed your face with all the latest hard and software.

SEGA at WOOLWORTHS

NEWS

TWO MORE big Summer movies get licensed... strap yourselves in for blasting action, Euro-style... the MARIO movie... and some Super NES big-gies from down under...

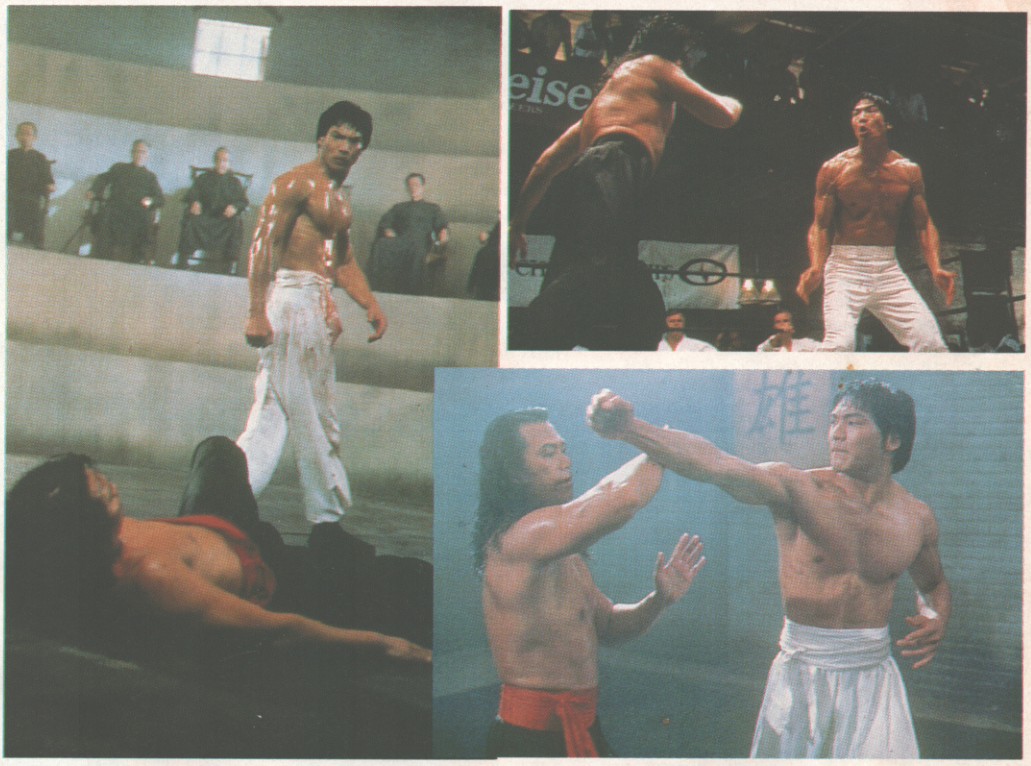
VIRGIN SCOOPS MOVIE DOUBLE!

● VIRGIN ● 081 960 2255 ●

1993 is without doubt going to be THE year of big move licenses – with Jurassic Park and Last Action Hero already signed up, Virgin Games has swooped on two more of this year's cinema blockbusters.

The big story is Demolition Man, Sylvester Stallone's futuristic action movie in which he plays a top cop brought out of cryogenic freeze to hunt down a psycho killer. Both the movie and Virgin's game are due out at the end of the year, although an early 1994 release looks more likely for the game. As well as Super NES and Megadrive, Virgin is also producing a 3DO CD version, with Stallone being brought in to shoot extra scenes especially for the game!

Then there's Dragon, which you might already have heard a bit about. It's the story of martial arts legend Bruce Lee, so it's no doubt choc-a-block with fightin' n' fumpin' action as Bruce slaps his way through all those classic chop-socky flicks. The movie's due out this Autumn, and the game is, unsurprisingly, a beat 'em up in which the player, as Bruce, takes on 12 different opponents in fights to the death. Bruce's mentor Yip Man is on hand to train you, and as you learn, more fighting moves are added to your arsenal, up to a maximum of 36 killer blows. Megadrive and Super NES versions are due out in the new year with, the programmers claim, advanced compression techniques squeezing over 30Mb of game onto a 16Mb cart! More news soon.



Some chop-socky scenes from Universal's new movie Dragon, featuring Jason Scott Lee (no relation) as the brilliant Bruce. From what we hear, the game's going to be every bit as smashing as the film, and we can't wait to see both. So hurry up, UIP and Virgin!

BLOODY HELL

Bloodhouse is the unlikely name of the latest Euro-software house! This newly-created Finnish team reckon they've created, and we quote: "one of the most visually impressive Amiga games ever released." They're talking about Stardust, a colourful Asteroids-style blaster (why is it that almost all the games to come out of Europe are shoot 'em ups?) that's been in development for over a year.

As well as the super-smooth gameplay and flashy visuals, Bloodhouse say they've devised a new Amiga disk loading system that makes the game "as easy as using a console." Hmmm.

Stardust will be released for the 1Mb Amiga on August 1st for the very reasonable price of £14.99. "But," the programmers stress to claim, "this is NOT A BUDGET GAME!" Do not fear readers, the CVG review will tell you if the claims are justified or if the Bloodhouse boys are spinning your chins next month. In the meantime, Bloodhouse has two other games in the pipeline, an arcade adventure combining polygons and sprites and a platform game using "unique" full-screen animation.

Space blasting action, Euro-style, with Bloodhouse's action-packed debut Stardust. Look at those GFX!

QWHITTA'S WORLD

***MUCH** japery was enjoyed in the CVG offices recently, when the fun-loving team decided to pull the leg of Sega's Ken "Captain Blag" Lockley, who likes to, shall we say, mingle with top celebs whenever the opportunity arises. Anxious to attend the star-studded Planet Hollywood launch party, Ken was overjoyed when we faxed him a "spare ticket" that had come into our possession. Little did he know that it was a fake knocked up by Art Ed Jon – but after failing to get into the party, Ken was content to stand behind the railings and wave at Arnie along with 20,000 other fans.*

HMV
KNOW HMV · KNOW GAMES

SUPER NES CHART

1. SUPER STAR WARS
(JVC)
2. TINY TOONS
(Konami)
3. PUGSLEY'S SCAVENGER HUNT
(Ocean)
4. NHLPA '93 HOCKEY
(EA)
5. MICKEY'S MAGICAL QUEST
(Sega)
6. WING COMMANDER
(Mindscape)
7. BEST OF THE BEST
(Nintendo)
8. SUPER PARODIUS
(Konami)
9. MAGIC SWORD
(Nintendo)
10. SUPER SWIV
(Storm)

HMV
KNOW HMV · KNOW GAMES

AMIGA CHART

1. FLASHBACK
(Codemasters)
2. DESERT STRIKE
(Codemasters)
3. REACH FOR THE SKIES
(Codemasters)
4. THE CHAOS ENGINE
(Acclaim)
5. CHAMPIONSHIP MANAGER '93
(Ocean)
6. SUPERFROG
(Konami)
7. BODY BLOWS
(Nintendo)
8. GRAHAM GOOCH'S WORLD CLASS CRICKET
(Nintendo)
9. ARABIAN KNIGHTS
(Rare)
10. CHUCK ROCK 2
(Mindscape)

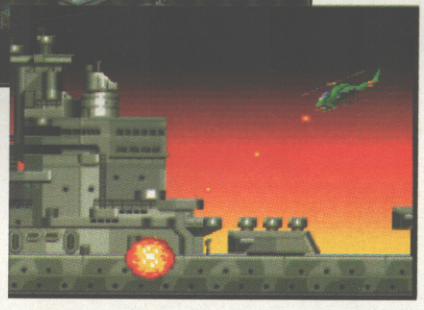
BEAM US UP!

Look out, the Aussies are coming! Beam Software, the down-under developers who have been happily writing games for other companies for years, has just set up its own publishing side – and it's bringing its games over here.

LaserBeam, as the company is now known, has two Super NES games for release later this year, with the big-name Choplifter III leading the way. Following on from Beam's Game Boy stunner of last year, Choplifter III is a multi-directional scrolling blaster that should open the eyes of anyone who remembers the original classic. Fly your helicopter over a series of apocalyptic war-zones, rescuing the hapless hostages and razing the enemy defences and installations to the ground. Still in development but already looking right smart (check out our exclusive piccy), Choplifter III is due out towards the end of the year.

Another LaserBeam pot-boiler is ShadowRun, a futuristic graphic adventure with the player cast as a mercenary trying to recover his lost identity. Smart isometric displays are being used to give the game a look all of its own, and with proper icon control and pull-down menus, ShadowRun might well be the first real graphic adventure to appear on Super NES. We'll keep you posted on both...

Hellish futuristic adventure in Beam's Shadowrun – due on SNES real soon...



Have a gander – this utterly EXCLUSIVE pic shows Beam's top Choplifter III in action!

THIS AIN'T NO GAME

It's been a long time coming, but the official Super Mario Bros movie finally opens in cinemas around the world this Summer. Bob Hoskins fills the main role of Mario, with the unknown John Leguizamo playing his spindly brother Luigi. The story (if you can call it that) has the two bouncing Bros catapulted into Dinoyark, a bizarre alternate universe ruled by King Koopa – played by none other than top character actor Dennis Hopper, complete with white hair and extra-long lizard tongue. And despite all the trendies saying it's going to be crap, the trailer's actually quite good, so who knows? Well, we all will on July 9th, when Super Mario Bros opens in the UK. The only question is – will there be a game of the movie of the game? Only time will tell...

As we write, we've just heard that the movie has bombed in the US and been panned by the critics. Oh dear...

ASHES TO ASHES...

Ten games machines that died in infancy. If you've still got one of these on the top of your wardrobe (or worse still, if it's still plugged into your TV), DON'T TELL ANYONE!

1. KONIX MULTI SYSTEM

Came complete with steering wheel and ludicrous "hydraulic" chair that looked more like an electric hammock. Never stood a chance – never got released. Oh well...

2. AMSTRAD GX4000

Not one of Big Al Sugar's better ideas - the few surviving systems currently retail at less than the price of a half-decent curry. Recent guest shot on EastEnders did little to revive its fortunes.

3. ENTERPRISE

"Obsolesence built out" claimed the ads. If only they'd known. Not even the built-in joystick could save it, and it beamed up without a trace.

4. SAM COUPE

Anybody want to buy a souped-up Spectrum? Of course nobody did. Who thinks up these ideas?

5. COMMODORE 64GS

Probably the same person who thought that a Commodore 64 without a keyboard or cassette deck would be a sure-fire winner. Looked like a breeze block, and now retails for around the same price as one.

6. GAMATE

Looked like a cross between a Game Boy and Game Gear. Wasn't as good as either. RIP. Also had the most ill-conceived name of any product ever. Would YOU want to admit to your mates that last night you were playing with your Gamate?

7. MATTEL INTELLIVISION

You'd have to be fairly unintelli-gent to have bought one. Terrible games and an even worse control pad disc-type things sealed this system's fate from the word go.

8. THAT PHILIPS ONE

A system so forgettable that no-one here can even bring themselves to remember its name. But we certainly remember the stupid joysticks and some of the worst graphics ever in "Quest for the Rings". How embarrassing.

9. ATARI 7800

Like an Atari 2600 (VCS), but with 5200 more in it. Failed to capitalise on its big brother's success.The last game we ever saw on it was Ninja Golf, which gives you some idea.

10. VECTREX

Nice idea - a console with a built-in mono monitor that you could play Asteroids and stuff on. Shame nobody (expect Jaz Rignall) bought one, really.

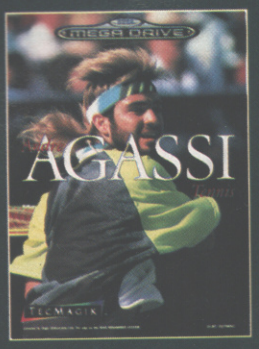
ARE YOU READY?

TECMAGIK™

YOU'VE DARED TO CROSS THE LINE. YOU'RE STARING DOWN THE RACKET OF ANDRE AGASSI. HE SERVES. DEADLY TOP-SPIN. A HEART BEAT. YOU DRIVE HIM DEEP WITH A BACKHAND. HE DIVES. YES! A PERFECT DROP-SHOT. OR IS IT?

ANDRE AGASSI TENNIS FOR SEGA MEGA DRIVE AND MASTER SYSTEM. THE MOST REALISTICALLY CONCEIVED TENNIS GAME EVER. PLAY AGASSI. IF YOU CAN'T BEAT HIM, BE HIM. TAKE ON ONE OF SEVEN WORLD-CLASS CHALLENGERS. EACH WITH THEIR OWN STYLE OF CHAMPIONSHIP TENNIS. CHOOSE YOUR GAME. SINGLES. DOUBLES. MATCH. CALL YOUR COURT. GRASS. CLAY. HARD. AMERICAN INDOOR. THE UMPIRE WILL MAKE SURE YOU—AND EVERYONE ELSE—KNOWS THE SCORE. ARE YOU READY?

The tournament purse doubles with every stroke in a heart-stopping "skins" match (the "skins" feature is available only on Mega Drive, pictured above).



SEGA MEGA DRIVE

SEGA Master System

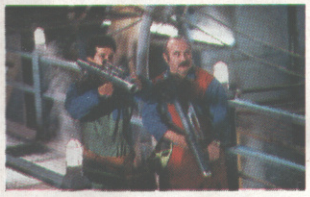
This game is produced under license from Andre Agassi. Andre Agassi Tennis is a trademark of TecMagik Inc. Sega, Master System and Mega Drive are trademarks of Sega Enterprises Ltd. ©1993 Lance Investments Ltd. TecMagik is a trademark of Lance Investments Ltd. All rights reserved.

NEWS

First screenshots of DOMARK'S biggest title ever – F1...Mario Bros film bounces in and almost straight out...JAMES POND 2 shakes the Amiga 1200...

SUPER MARIO BROS ON THE BIG SCREEN!

Bob Hoskins IS Mario..



Apparently, this film isn't very good. Oh well...

The Super Mario Bros film will soon be on screen over here for you to decide if a game can make it as a film. Bob Hoskins, who has a Nintendo crazy son, plays the lead role of Mario whilst many other heavyweight stars take on well-known Mario World characters in the film. For those of you who can't wait for its release over here on July 9th, here's a few film stills to keep you going...

Take care woman! That baby dino cost $500,000

DOMARK TAKES POLE POSITION IN FORMULA ONE RACE

• DOMARK • 081 780 2222 •

Domark has joined forces with Fuji Television Network to bring the excitement of F1 racing to your system!

Games publisher Domark is roaring with excitement after being first to get the chequered flag to secure a deal which will give them the opportunity to publish a series of official Formula One games for the '93 and '94 motor racing seasons. The top-level deal with Fuji Television Network means that the Putney-based softco has secured the rights to publish F1 under the F1 banner.

The game has been in development for almost two years, having been a collaborative venture between Domark's own programmers and French programming team, Lankhor.

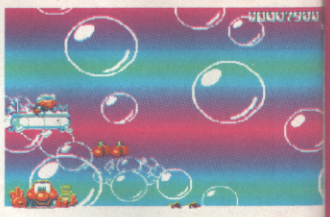
"It's going to massive – absolutely bloody brilliant!" enthused Domark's Head of Marketing Brynn Gilmore from his portable phone. "The speed of the game is just phenomenal – unsurpassed on the Megadrive!"

We haven't played it yet as the completed code is still not in the country at the time of writing but it's expected to be released across all formats in August. It remains to be seen just what tight-lipped Domark really mean by all formats. More news soon.

The Megadrive version of the game will be finished by the time you read this so here are a couple of shots to give you a taster of just what to expect.

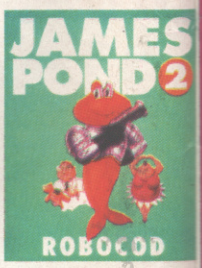
JAMES POND 2 INFILTRATES THE AMIGA 1200

• MILLENNIUM • 0223 844894 •



Not seen this part of James Pond 2 before? A CVG T-shirt to whoever can tell us where this secret level is.

Millennium's favourite superagent James Pond is to undertake a new mission on the Amiga 1200. The enhanced version of Robocod will make full use of the 256 colour graphics and benefit from six new levels and enhanced colour backdrops. The game will, of course, be hard disk installable and on the shop shelves by the 22nd of June. How much will it cost to get in the secret service? £25.99. And if you want to know a secret, rumours are rife that there's a CD version of the game planned for the Amiga console. More news as soon as our news agent reports in...



WHITTA'S WORLD

NO SURPRISE!

At a recent huge and glittering Media Starwing competition, CVG's own David Nye beat the game's programmer and SFX chip inventor, Jez San, by over 25,000 points! Blimey.

OVERDOSED ON GRAVITY RAYS.
DOWN TO YOUR LAST ENERGY BAR.
AND PLAGUED BY KILLER MUSHROOMS?

CHECK YOURSELF INTO WOOLWORTHS.

All the latest cures for hard and software addicts, currently available on prescription at every branch.

Nintendo at WOOLWORTHS

NEWS

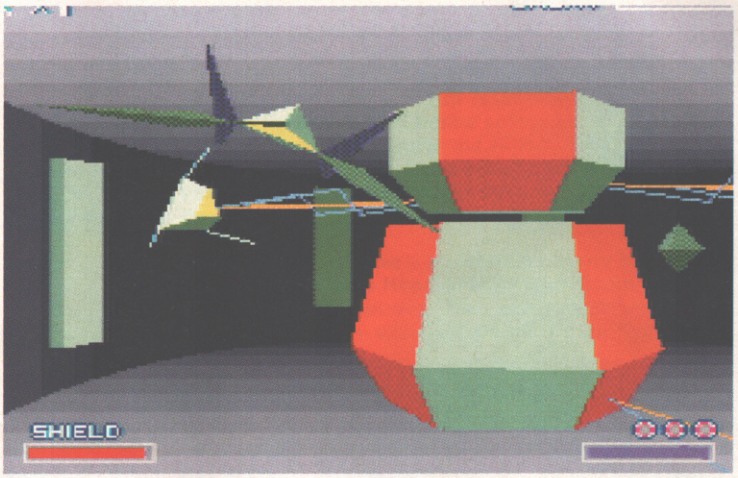
NINTENDO's latest bundle of joy... venture into the TWILIGHT ZONE... even more new JOYSTICKS... and meet ASYLUM's interesting new programmer!

NINTENDO'S BARGAIN BUNDLES

Rumours are flying that Nintendo is about launch two top-value bargain packs for the Summer.

The Mario boys are planning to hit back at Sega with a mega ad campaign and, more importantly, a pair of major price deals on its top hardware. It looks as though the company will be coming out with a Super NES Starwing pack for around £129 – a rumour which, at time of writing is still unconfirmed, but Nintendo has a reputation for releasing products with little or no warning, so it might even be on the shelves by the time you read this!

We also hear that the Game Boy is due for a sudden price drop, perhaps to as low as £39.99 for the standalone handheld and £49.99 for the Tetris pack. Again it's only a rumour, but it's added to the speculation that the long-awaited Colour Gameboy might at last be on its way. More news next month when CVG returns from the USA...



Starwing and SNES for £129.99? Check the shelves to find out if the rumours are true...

HMV
KNOW HMV · KNOW GAMES

NES CHART

1. SUPER SPORTS CHALLENGE (Codemasters)
2. TEENAGE MUTANT NINJA TURTLES (Konami)
3. DRAGON NINJA (Nintendo)
4. BLUE SHADOW (Nintendo)
5. DIZZY (Codemasters)
6. WWF2 (Acclaim)
7. MICRO MACHINES (Codemasters)
8. DRAGON'S LAIR (Nintendo)
9. ROBOCOP (Nintendo)
10. BIONIC COMMANDO (Capcom)

HMV
KNOW HMV · KNOW GAMES

GAME GEAR CHART

1. SONIC 2 (Sega)
2. OUTRUN EUROPA (US Gold)
3. MICKEY MOUSE 2 (Sega)
4. KRUSTY'S FUN HOUSE (Acclaim)
5. STREETS OF RAGE (Sega)
6. SPIDERMAN VERSUS THE SINISTER SIX (Acclaim)
7. LEMMINGS (Sega)
8. PRINCE OF PERSIA (Domark)
9. SHINOBI 2 (Sega)
10. THE SIMPSONS (Acclaim)

JOYSTICK GRABBING FRENZY!

● POWERPLAY ● 0457 876705 ●

As if you hadn't been bombarded with enough new joysticks over the last few months, specialists Powerplay have just launched a new model to slot into its ever-expanding range.

The Cruiser Turbo is an Amiga joystick that does the business for just £13.99, featuring that ever-handy autofire control and, it says here, a "new soft feel handle". If you're interested in winning one, along with Powerplay's top pads for the SNES and Megadrive, flick to page 87 where we've got 100 of them to give away, why don't you? And if you're interested in buying one, erm, go to the shops with fourteen quid...

Yet another joystick to add to your collection. What's so different about this one? Well, it's got a turbo fire button and also has a fairly unique 'torsion' control which lets you vary the 'stiffness' of the stick!

WHITTA'S WORLD

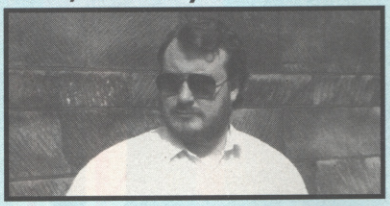
OVER TO YOU JIMMY

Two months ago we asked the creators of some of the top computer footy games to prove their real-life soccer knowledge by predicting the winners of the Premier League and FA Cup. Well, now that the results are in (Manchester United and Arsenal, of course), let's find out what our pundits have to say for themselves:

JON HARE, designer of Sensible Soccer (Predicted Norwich for the League and Spurs for the Cup)
Jon wasn't in the Sensible office when we called, which is quite convenient for him as he got both predictions completely wrong (Norwich finished third and Spurs never made it to the final). Sensi's self-styled Mr Football has a lot of explaining to do...

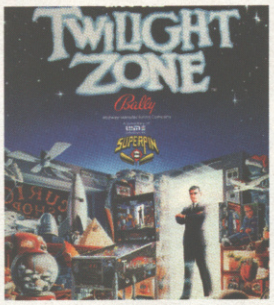
DINO DINI, creator of Kick Off and Goal! (Predicted Aston Villa for the League and Arsenal for the Cup)
"Villa just lost their edge at the end, but second place isn't too bad. Arsenal left it late, but I have a great deal of respect for Andy Linighan, who scored the winning goal in the last few seconds. It took a great deal of bravery to head the ball in with a broken nose.

PAUL FINNEGAN, boss of Rage, creators of Striker (Predicted Man Utd for the League and Sheffield Wednesday for the Cup)
"That bloody last minute goal from jammy Arsenal ruined it for me – I really thought I was going to do the double, and I nearly had a bet on it.



(Right) Jon Hare, the Brian Clough of computer footy. Hic.

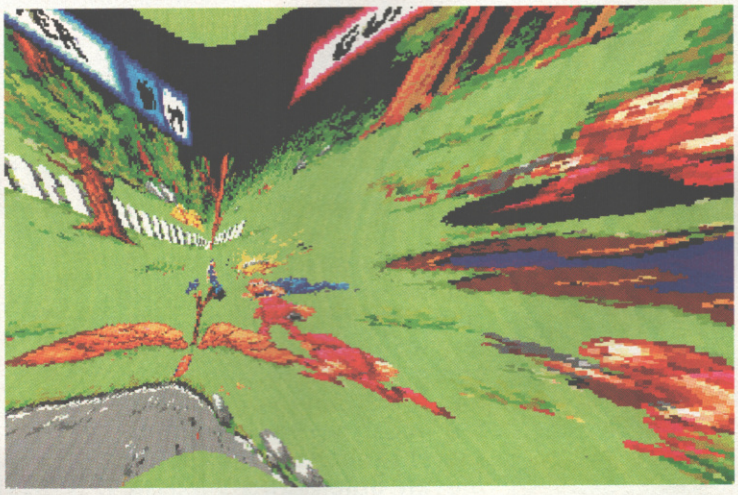
TABLE SET FOR TWILIGHT ZONE...



The weirdest pintable ever devised is coming over here from the USA! Twilight Zone is based on the classic 60s sci-fi series and, according to the press blurb, features "a pinball that isn't and flippers that aren't", along with bonuses and features designed around famous Twilight Zone episodes. Bally claims that the table has more new features than any other machine in history and should hit the UK next month.

SPOT THE SHOT & WIN A GAME!

Yes, that's right. Once again we're offering you the chance to walk away with the game of your choice for your machine, simply by identifying this rather "distressed" screenshot of one of the games featured this month. We've fiddled with the pixels to make it difficult to guess, (but hopefully not as difficult as last month's King of the Monsters shot). If you fancy your chances, scribble the name of the game onto a postcard or back of a sealed envelope and send it to: SPOT THE SHOT 2, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to tell us which machine you own and what game you like, otherwise we'll probably send you one of the cack ones that we wouldn't touch with a barge pole.



HMV GAME BOY CHART

KNOW HMV · KNOW GAMES

1. **POPULOUS** (Imagineer)
2. **JACK NICKLAUS** (Nintendo)
3. **STAR WARS** (UbiSoft)
4. **BEST OF THE BEST** (Nintendo)
5. **CRASH DUMMIES** (Acclaim)
6. **THE BLUES BROTHERS** (UbiSoft)
7. **ALIEN 3** (Acclaim)
8. **ROBIN HOOD** (Mindscape)
9. **BATTLE OF OLYMPUS** (Imagineer)
10. **ULTIMATE RUINS** (Mindscape)

PROGRAMMER SEEKS ASYLUM

Last month we told you that renegade journalists from rival firm Future Publishing had left to set up their own software company, Asylum. Well the plot thickens. The Bath-based team have signed up a new programmer, none other ex-Microprose code wizard Jim Gardner, who's just finished work on the Megadrive version of F-15 II. Still no news on the game itself, however, since Asylum are keeping shtum until it's absolutely finished later in the year. In the meantime, here's a picture of cuddly Jim, 28.

So there we have it. Not particularly interesting we know, but it's news all the same. Anyway, we're only printing this because Andy Smith from Asylum is our mate and we want some free beer out of him next time we're down.

RELEASE DATES

John Major's Britain, recession, blah blah blah... yes, we know times are hard, which is why budget software is more important than ever. So journey with us now, as CVG takes you on its monthly tour of formerly full-price software being re-released at a more pocket-friendly pricepoint. Not much stuff being released in the merry month of July, but then that's Summer for you.

NAME	FORMAT	PUBLISHER	PRICE
LHX Attack Chopper	PC	The Hit Squad	£12.99
Toki	Amiga	The Hit Squad	£9.99
Mean 18	Amiga/PC	The Hit Squad	£9.99/£12.99
Hardball	Amiga/PC	The Hit Squad	£9.99/£12.99
Chase HQ 2	Amiga	The Hit Squad	£9.99
Myth	Amiga	Kixx	£9.99

In the future there will be dinosaurs...

Now this is what we call a MONSTER! You've read the book! You've seen the tiny little snippets of info on the movie! You'll be able to catch the film in a month's time! And now you can see the most up-to-the-minute screenshots from the game! Steven Spielberg's Jurassic Park is coming to cinema and computer screens this Summer – after 65 million years in the making! In another mega CVG EXCLUSIVE (we said EXCLUSIVE), Gary Whitta reports on why Ocean's game is going to be every bit as big as the movie...

By the time you read this, Jurassic Park will have just opened in cinemas across the USA, and unless something has gone terribly wrong, it will already have broken just about every box-office record in the book. You see, we're talking about a film that's a monster in more ways than one. Directed by Steven Spielberg, it's a creature feature to make the likes of Godzilla and Jaws look like your average home video.

The movie, which has cost Universal Studios over a hundred million dollars to make, comes to Britain on July 16th, and Ocean plan to launch their Nintendo and computer versions shortly after, alongside a tidal wave of other official Jurassic Park merchandise, from toys and T-shirts to coffee mugs and pencil sharpeners. This one is going to be BIG.

If, even by now, you haven't seen very much of the movie itself, it's because the whole project has been shrouded in secrecy ever since work started on it two years ago – it's all part of the hype to

promote a film that promises to show the audience dinosaurs so lifelike you'll believe they're the real thing!

WHAT'S THE PLOT?

A multi-million dollar mix of high-tech science and prehistoric peril, Jurassic Park tells the story of a revolutionary island safari park where genetic boffins have managed to recover dinosaur DNA from prehistoric times and use it to bring them back to life 65 million years after they became extinct! The cloned creatures are to be the main attractions in the world's most amazing tourist attraction – just to make sure everything's safe, though, a team of experts is flown out to the remote Costa Rican island to look it over before it opens to the public. But when the electric fences that keep the dinosaurs penned in are knocked out by a power cut, the giant lizards go on the rampage and the defenceless human visitors have to fight for survival.

VIRTUAL REALITY

"What's interesting about this project is there is as much science as there is adventure and thrills," says Spielberg. "Jurassic Park is a cross between a zoo and a theme park. It's about the idea that man has been able to bring dinosaurs back to earth millions of years later, and what happens when we come together."

What promises to make Jurassic Park so special is the amazing special effects that are being used to recreate the "live" dinosaurs that populate the park. Oscar-winning FX men like Phil Tippett of Star Wars and T2 fame were brought in to build the towering dinosaur models, and Industrial Light and Magic has used the latest computer animation technology to make you swear blind that the dinosaurs you view on screen are real. Sound like a tall order? Just wait until you see 'em! "They are fantastic, not at all what you imagine computer generated images to look like," says a top Ocean source. "They just look real!"

"The real stars of the game are the dinosaurs – that's what the gamesplaying public wants to see!" US developers, Jurassic Park

GAME DIRECTION

With a project as massive as Jurassic Park and Steven Spielberg overseeing every aspect personally, the video game versions are expected to be every bit as impressive as the movie, which is why Ocean has assembled two of the largest programming teams ever to work on the games on both sides of the Atlantic. No less than TWELVE top coders, artists and musicians were drafted in to create the Amiga and PC versions at Ocean's HQ in Manchester, while across the Atlantic in California, a crack team of seven have been working on the SNES, NES and Game Boy adaptations. Despite the amazing secrecy surrounding the film, Ocean's developers have had top-level access to movie material, including the shooting script, pictures of the dinosaurs and characters from the movie and even a meeting with SFX wizard Phil Tippett to discuss how the in-game dinos should look and move!

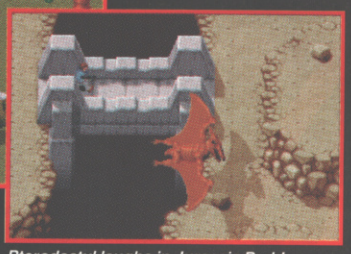
GAME ON

So what's the game all about then? For a while now Ocean has been promising that it'll be a film licence like no other. It's a cross between the eight-way blasting action of Gauntlet and RPG adventuring Dungeon Master-style. The player is cast as dinosaur expert Alan Grant, stranded in the middle of Jurassic Park when the dinosaurs bust loose. The idea is to stay alive long enough to find the dinosaurs' underground breeding ground and destroy their eggs to wipe them out. "The game developed from the idea that the real stars of the film are the dinosaurs – that's what the gamesplaying public wants to see," say Ocean's US developers. "They want to blast the heads off a few and run away and be chased by a pack of them. The game is not all shooting, though – there are large elements of strategy."

In fact, in the first part of the game the player won't be able kill the larger dinosaurs, like the giant Tyrannosaurus Rex, at all – the idea is you'll feel hunted and have to rely on your wits to find the means to fight back. "What we have

avoided doing is taking the original plot, chopping it up into little bits, and making subgames of each one," says Ocean's British development team. "We have practically ignored the plot and just recreated the situation that Grant finds himself in. From there on you create your own plot."

From the screenshots here, you'd be forgiven for thinking that Jurassic Park is a straight Gauntlet-style arcade adventure rip-off – but players are in fact in for a two-in-one treat, as the game changes dramatically as you reach the closing stages in the story. In the movie, Dr Grant and his pals discover that the dinosaurs have been breeding in underground hatcheries, and have to venture into the gloomy caves to hunt them down. In the game, the viewpoint switches to a first-person perspective for an atmospheric adventure through the nest network. "As in Ultima Underworld, here we have really drawn on the scary ZX81 classic 3D Monster Maze, but taken one step further in the ability to retaliate," says the UK team. For the Super NES version, the atmosphere is expected to be particularly tense as the game uses Dolby Surround Sound to create three-dimensional sound effects. Don't play with the lights off!

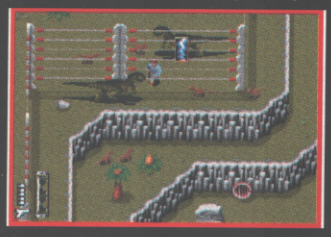


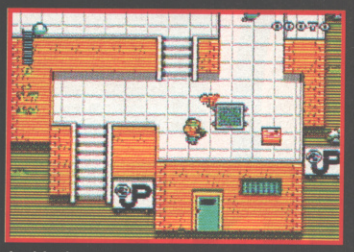
Pterodactyl laughs in Jurassic Park!

WHAT ABOUT THE REST?

Ocean Software is taking care of all floppy and Nintendo versions of Jurassic Park, but the Master System, Mega Drive and Game Gear versions are being done by Sega themselves – and you know what they're like for secrecy, so unfortunately there's nothing to show on the Sega versions as yet. There's also a Mega-CD version which uses digitised sound and video footage from the film on the way and, perhaps most exciting of all, a 3DO version using the latest animation technology to recreate controllable characters that look like real people! Look out for more on these top projects in next month's report from the Summer CES Show in Chicago.

T-Rex laughs ahoy!





Inside the storeroom.

Muldoon takes on the nasty Velociraptors!

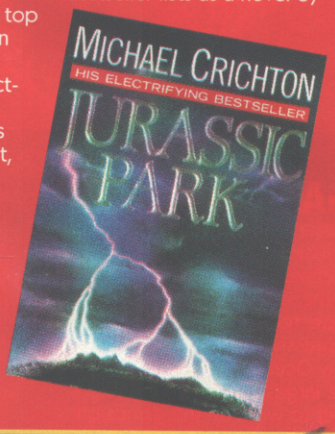
SIX THINGS YOU (PROBABLY) DIDN'T KNOW ABOUT JURASSIC PARK

- Production on the movie was halted after the Hawaiian island of Kaui, where the location scenes were filmed, was blasted by Hurricane Iniki.
- Although the book is very gory, the film's been toned down to allow for younger audiences.
- Jurassic Park might even become part of school lessons, as it's being used as the basis for a whole course of learning about dinosaurs, using special study packs for schools, which includes a trip to the cinema to see the film.
- The only other films we can think of with dinosaurs in them are those ones like The Land That Time Forgot and One Million Years BC, which all had stupid rubber models and iguanas with toilet rolls stuck on their heads, not fabbo ILM computer graphics.
- The Japanese are going bonkers for Jurassic. They love Godzilla and all that guff, so JP is right up their street. Over 10 million Jurassic Park battery testers have been handed out to the Japanese public to promote the movie!
- It's got some of our fave actors in it, including Sir Richard Attenborough (who was tops in The Great Escape), Laura Dern, who's a bit fit and Jeff Goldblum, who plays a mathematician ranting on about Chaos theory. Probably been drinking too much of the Holsten Pils that he advertises.

SEE THE FILM, PLAY THE GAME, READ THE BOOK

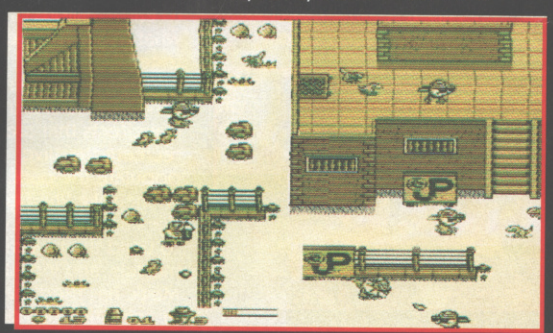
Long before it was a potentially blockbusting film and game, Jurassic Park was already busting blocks on the bestseller lists as a novel by Michael Crichton. A bit of a sci-fi top boy, Crichton had already written an armful of SF novels (including the Andromeda Strain) and directed movies like Westworld and Runaway. Jurassic Park, though, is reckoned to be his best work yet, and we'd recommend you read it as it's bloody excellent.

There's rather a cooky sub-plot about chaos mathematics causing the dinosaurs to escape, but if you can get your head round that it's a top read. Spielberg apparently jumped at the movie project immediately after having read it, so there you go.



LET'S HEAR IT FOR THE BOY!

Normally you'd read about this sort of thing in GO!, but we thought we'd keep all the Jurassic stuff together for one big lovely CVG feature. The Game Boy version is basically a carbon copy (apart from the colours, of course) of the NES version, which in turn is a slightly simplified version of the Amiga, PC and SNES games. CVG was granted a bit of a sneak preview fiddle with an early development cart in the office this month, and we have to say it looks very sexy indeed – it's one of the fastest moving eight-way actioners we've seen. If Ocean can keep the speed up in the final version, it'll be a winner. The cart even gives you the opportunity to learn a bit about the dinosaurs you're fighting, with on-screen factsheets on all the creatures featured. Looks fab – keep an eye on GO! for more!



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COMPUTER AND CVG VIDEO GAMES

CVG's Celebrity Challenges just keep on getting better and better. We've had World Champion boxer Nigel Benn. We've had Zig and Zag from The Big Breakfast. How, you may ask, could we possibly follow that? Well, how about with Arsenal FC's ENTIRE FA Cup Winning Squad?

CELEBRITY CHALLENGE

with F.A. CUP WINNERS ARSENAL

Yep, sometimes we amaze even ourselves. I mean, what other mag could possibly bring you such a top-notch range of celebrities from the worlds of sport and showbiz to take part in exclusive video games challenges EVERY MONTH? Only CVG has the power and the technology to do this - but it has to be said we surpassed even our own high standards this month when we managed to net not one, not two players but EVERY PLAYER from Arsenal's FA Cup Final Squad!

You name 'em, they were there - Ian Wright, Tony Adams, Paul Merson, Lee Dixon, David O'Leary, Ray Parlour, Anders Limpar (RIP), Kevin Campbell, David Seaman, John Jensen, Alan Smith, Paul Davis - even manager George Graham and the injured Steve Morrow turned up for what promised to be THE computer footy event of the decade.

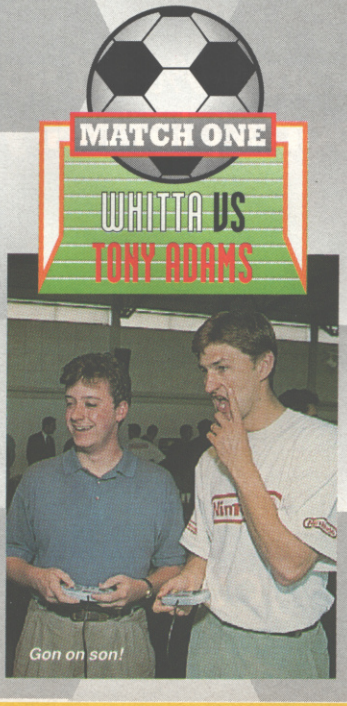
THE CHALLENGE

Back after last month's humiliating defeat at the hands of Big Breakfast alien Zag, CVG's Gary Whitta was nevertheless excited by the prospect of taking on some of the top stars in the Premier League - "I'm match fit," claimed the bullish Whitta. "I'm just glad to be here, and I'll be giving 110% to make sure I don't let the boss down." (You're damn right! -Ed)

Appropriately enough, the challenge game was to be Nintendo's Super Soccer on the Super NES - played, thanks to the help of those ever-nice people at Nintendo, on a five-foot Game Boy with a colour screen hooked up to a SNES! Due to the rest of the CVG team playing an away game at Disneyland in France, it was up to Whitta to swallow his pride as a life-long Tottenham fan and travel to Arsenal's top-secret training camp to take the team on - alone!

THE PRELIMINARIES

Although their on-pitch antics may suggest otherwise to some supporters, Arsenal FC is a team with a lot of pride - and they weren't about to send just anyone into the Killing Zone to take Whitta on. So, before the gauntlet was picked up officially, the squad gathered round the gargantuan Gameboy to find out who was the most worthy challenger. A few decisive kickabouts later and it was decreed that team captain Tony Adams and goalkeeper David Seaman - England regulars both - were the most worthy challengers. So, one after the other, up they stepped up to take on Whitta and find just WHO really is the Pride of London!S



Enter the towering Arsenal captain and top England defender Tony Adams for the first round, to be played over a single five-minute match. Showing the same resolute demeanour and nerves of steel as he does on the pitch, Adams picked up the joypad and promptly asked "what button does what, then?" Whitta, however, resisted the temptation to tell him all the wrong controls and thus gain an instant advantage and instead gave him a quick crash course in how to kick and dribble properly - what a sportsman! Once the soccer school was over with, it was time to pick teams - naturally, Adams went straight for England, with Whitta content to settle for the powerhouses of Italy. A titanic match-up if ever there was one.

So, with the pre-match formalities

Metro, Nintendo's champ, has a bash.

over with, it was time to take to the pitch and get down to ACTION! Adams kicked off and immediately took control of the game - with his manager looking on and still to pick Saturday's Cup Final squad, he couldn't afford to put in an off-key performance.

Within the first twenty seconds an Adams attack resulted in a thundering shot on goal that Whitta had to stretch to save. Ooh, so close! Whitta was knocked off kilter by this initial display of Gooner magic, but he could give as good as he got. From the goal kick he roared down the wing like Roberto Baggio after a vindaloo and had the England defence in tatters with a succession of silky passes around the box. Finally, when a suitable opening had appeared in Adams' back four, Whitta took the opportunity and shot into the top corner of the goal, leaving the keeper stranded and taking the score to 1-0. Whitta thought about celebrating with some kind of comical donkey chant, but Adams looked a bit big and hard, so he decided against it.

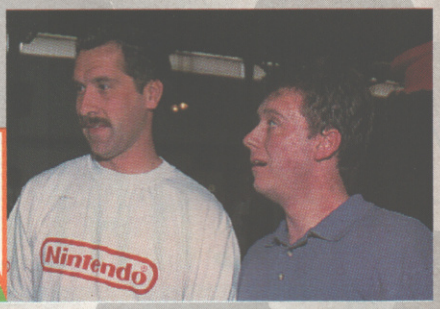
What followed was a rather dull affair - almost as boring, in fact, as the real FA Cup Final that was to follow - with both players locked in a tight midfield battle for the remainder of the first half and much of the second. But with time ticking away and Adams desperately in need of a goal to salvage his team's pride, the big man took the gamble and pushed everything forward in an eleventh-hour attack. In the end it proved to be too much for the tired Whitta, who made a grave defensive error just by the penalty spot and let Adams slot the ball into an open goal. The final whistle blew just moments later and the draw was secured.

Mazza, Gazza and Gooner go gaming!

Here's Whits with a famous personality. But who's the other feller? Why, it's Tony Adams!

FINAL SCORE: WHITTA 1 — ADAMS 1

MATCH TWO
WHITTA VS DAVID SEAMAN



Things were looking bad for Whitta as the Arsenal crowd gathered behind goalkeeper David Seaman for the crucial second round. With the Adams clash ending in stalemate, it was all on this second game - and Whitta faced the near-impossible task of getting the ball past England's Number Two goalie! Gulp.

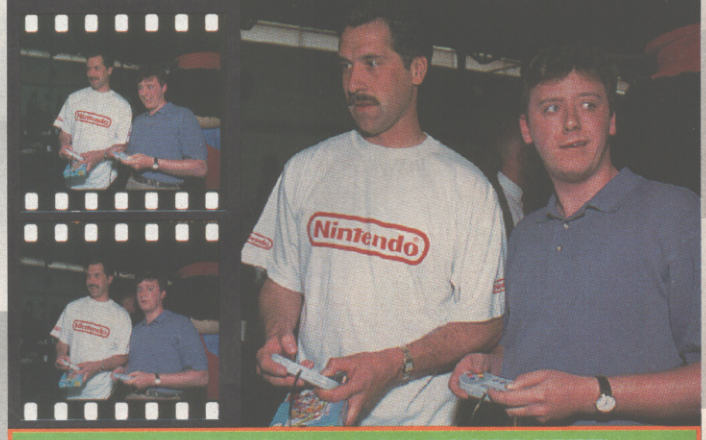
Too late now, though, for last-minute nerves. The crowd was getting impatient, and the time had come to do the business on the pitch. There was no surprise as Seaman also selected England, but Whitta, obviously in need of a tactical change, tried his luck with Germany, the World Cup holders. Game on!

Early on, it looked as though Whitta would be taking the game to Seaman. The moustachioed maestro may be a brick wall in front of the old onion bag, but like all goalkeepers he's not so hot when moved into an outfield position. With Seaman's midfield hopelessly neglected, Whitta was able to slice through it like a surgeon's knife - BANG! But as suspected, when it came down to a one-on-one situation with the keeper, Seaman's manually-controlled goalie was equal to everything that Whitta could throw at him. With Whitta unable to get the ball past Seaman's Number One shirt and Seaman's lack of outfield skill making him no problem for Whitta's defence, it looked as though a 0-0 bore draw was on the cards all the way into the second half...

...when Whitta, visibly frustrated by Seaman's catlike skills in front of goal, decided he was having no more of it. He knew Seaman had no chance of scoring - all he had to do was get past the keeper to secure an overall victory. And with a minute on the clock he did just that, finally prising open a hole in Seaman's last line of defence with a thundering shot into the corner that no keeper in the world could have done anything about. It had come from nowhere, but that one shot catapulted Whitta and CVG into the annals of soccer legend by securing an incredible 2-1 aggregate win over one of the most prestigious teams in English history! CVG! CVG! CVG!

Meet the gang 'cos the boys are here!

FINAL SCORE: WHITTA 1 — SEAMAN 0



(WHITTA WINS 2-1 ON AGGREGATE)

CVG CELEBRITY CHALLENGE

with F.A. CUP WINNERS ARSENAL

With the challenge over and CVG's recently-dented challenge pride restored, Arsenal beat a hasty retreat to secret training rooms at an arcade somewhere in Brighton. The Gunners, so used to victory by now, were completely inconsolable. They may be able to beat Sheffield Wednesday 2-1 in an FA Cup Final but they decided to put in some practise before they took on the world's greatest games mag again!

And if you think THIS is good, just wait and see who we've got next month!

Respect is, as ever, due to Nintendo for helping to get this month's challenge organised and for bringing Mario himself out for a rare public appearance to tread on people's toes and walk into walls as usual. Also thanks to Metro, Nintendo's 21-year old UK Champion, who came along to preside over the event and ensure fair play. He did offer to give us a game of Super Soccer after the official challenge had ended, but he looked a bit too good for us, so we ran away.

WIN AN EXCLUSIVE NINTENDO SHIRT SIGNED BY ARSENAL!

We kid you not. In between giving Arsenal a very comprehensive run for their money on the Super Soccer pitch, we also found time to get the squad to autograph an XL Nintendo T-Shirt for us. Just before they had to pop off for a session of top TV and newspaper interviews, they huddled together to EXCLUSIVELY scribble on this top-quality garment. All the top names are there, including Tony Adams, David Seaman, Alan Smith etc... in fact it's probably worth a few quid, so it's a prize well worth winning even if you're not an Arsenal fan.

To win this UTTERLY FANTASTIC and BRILLIANT (not to mention PRICELESS) prize, all you have to do is complete this sentence in no more than 25 words in the most amusing manner possible. The entry that makes the CVG team laff the most will be bagging the shirt. Simple, eh?

I THINK ARSENAL ARE GREAT/CRAP (delete as applicable) BECAUSE.....

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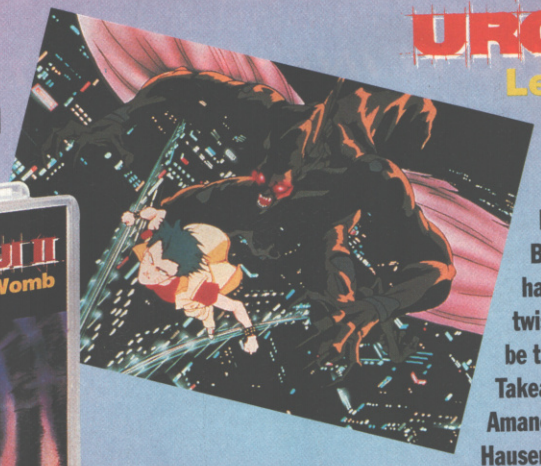
Once you've come up with something hilarious, send it off on the back of a postcard or sealed envelope to I WANT TO GRAB A GOONER GARMENT, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive no later than 15th July 1993, 'cos that's the closing date. Don't forget that if you work for EMAP, you're not allowed to enter. So go away.

DOUBLE TROUBLE

JUNE JAPANIMATION

MANGA VIDEO bring you TWO essential additions to your collection



UROTSUKIDŌJI II
Legend of the Demon Womb

Legend of the Demon Womb continues our hero Amanojaku's quest to seek out the Superfiend CHOJIN, destined to be the supreme ruler over all Humans, Monster-Demons (the Makai) and Man-Beasts (the Jyujinkai). Admittedly the shy Nagumo has already been experiencing some rather abnormal twists in his personality but can this clumsy kid really be the CHOJIN? And why is his good friend and cousin Takeaki acting so strangely since his blood transfusion? Amano's fears for humanity increase when Myunhi Hausen Jr., an ambitious megalomaniac (and son of a Nazi diabolist) starts interfering. A control freak of the first order Myunhi begins to take more than a cursory interest in Takeaki. As the film reaches its horrifying climax the fate of the world is precariously balanced. Will Myunhi succeed in his evil manipulation of Takeaki? Will the three worlds ever be united into The Land of Eternity?

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LENSMAN

2500 AD. The peace of the Galactic Alliance is shattered by the threats of the Boskonian Empire, an evil race ruled by the tyrannical Helmuth. Our hero Kimball Kinnison, son of an ex-galactic patrolman, is mysteriously entrusted with a LENS carrying crucial enemy data. The LENS bestows awesome powers on Kim but also quickly propels him towards incredible danger from the Boskonian forces. In their fight to save the galaxy, Kim and his faithful ally Van Buskirk are joined by fellow lensman Worsel, from the alien planet Velantia and wild'n'crazy DJ Bill, a spy operating out of an enemy disco amongst the drug mines of planet Radelix.

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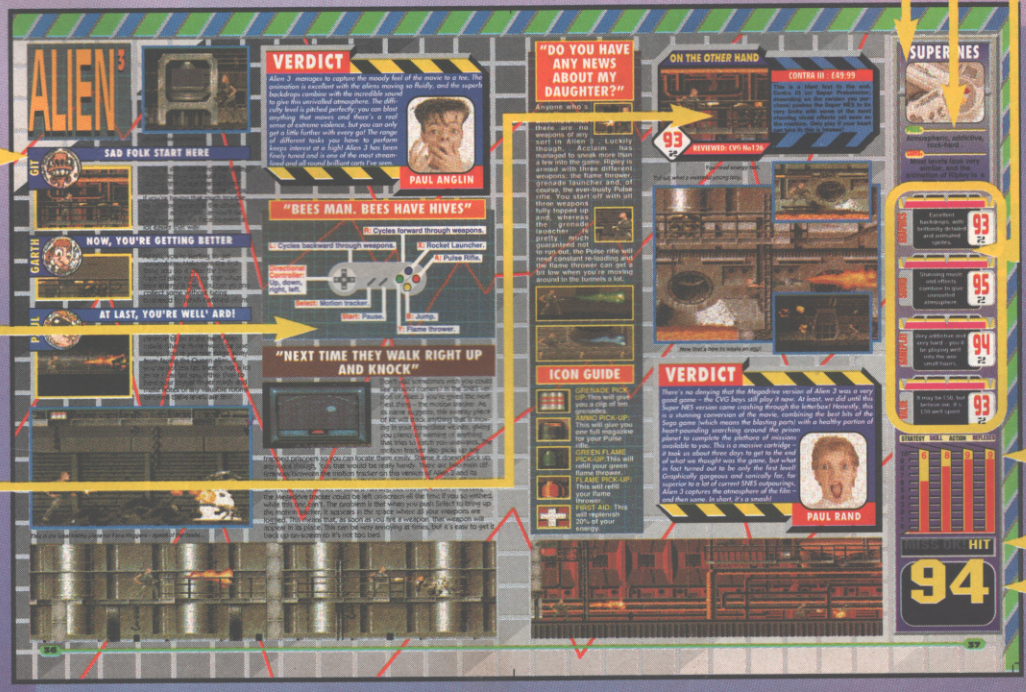

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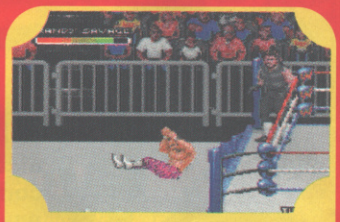
Overall score. Just how good is this title? The higher the score, the more excellent the game!

REVIEW

SUPER NES | by ACCLAIM | £59.99

OUT: June. Contact Acclaim (0962 877788) for information.

WWF ROYAL RUMBLEE

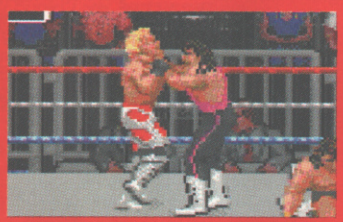


Shawn Michaels gets pancaked as The Undertaker looks on – ouch!

Six-man action in the ring!

Mr Perfect's about to be Mr Flat!

WWF Super Wrestlemania stood alone as the only SNES wrestling game, but now Royal Rumble's in town to take it on in a real Battle Royale.



Who'd have thought that a bunch of fat, sweaty men in tights could make millions of dollars by just running around a ring and pretending to hit each other? Well, Macho Man Randy Savage, The Undertaker and the rest of the boys are once again taking the world by storm. The action in the ring is really hotting up, with Hulk "I'm a real actor, honest" Hogan making a dramatic return to the ring and the terminally sad Wrestlemania album riding high in the charts. So what better time for Acclaim to release another WWF fest on the SNES?

CLOSE, BUT NO CIGAR

One-on-one is a slightly more sedate way of displaying your grappling techniques. Two combatants enter the ring to do battle to the end. All the standard rules of the WWF apply in one-on-one matches. One pin decides the match, but it can often take ages to get, so there is generally a maximum time limit of 20 minutes and after that, the match is declared a draw. In WWF Royal Rumble though, there's no time limit; it's "Winner takes all", as that once-great comic Jimmy Tarbuck said.

HE CAME OUT THE BACK DOOR

These guys ain't no overweight grunters with girls' names! The stars of the World Wrestling Federation are many and varied, each with unique backgrounds and history. There's twelve of 'em to choose from in SNES Royal Rumble – check out the list of grapplers you can select from!

RANDY SAVAGE
"MACHO MAN"

Height: 6'2"
Weight: 237 pounds
From: Sarasota, Florida.
Special Move: Flying Elbow Drop.

THE UNDERTAKER

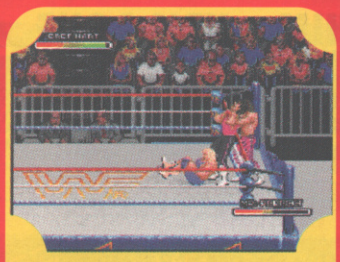
Height: 6'10"
Weight: 328 pounds
From: Death Valley
Special Move: The Tombstone.

MR PERFECT

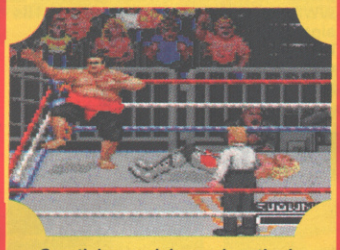
Height: 6'4"
Weight: 257 pounds
From: Minneapolis Minnesota
Special Move: Perfect Plex.

IT'S A REAL DING DONG BATTLE

WWF Royal Rumble, as it's called, focuses on the wondrous once-a-year event of the same name. As well as this, you and a mate can also grapple in anything from a one-on-one match to a triple tag-team brawl with any of your favourite 12 wrestlers. The main selling point of WWF Royal Rumble, is the Rumble itself, which in real life is one of the biggest draws on the WWF calendar. The rules for a Rumble are simple: before the match, the combatants all pick a number out of a hat and numbers one and two enter the ring together. When the bell rings a timer is started and every two minutes from then on a new participant enters the ring until all thirty fighters have joined. The last man left standing in the ring is the winner. The only way to eliminate a wrestler from the Rumble, is to throw him out over the top rope, which can prove difficult when there's a fat get like Yokozuna in the ring. In the SNES Rumble, the rules are pretty much the same bar a few details: There are only 12 wrestlers in all who enter the ring at regular intervals until there's a total of six. Then a new wrestler enters the ring each time one has been disposed of, until all 12 have entered. The Rumble (both real and on SNES) is a free-for-all in every sense of the word – you have to keep your beady eye on the bloke you're controlling because there's plenty of doubling-up action going on and you could be caught napping.



Yokozuna thinks he's Dancin' Homer!



Gruntin', groanin' grapple action!

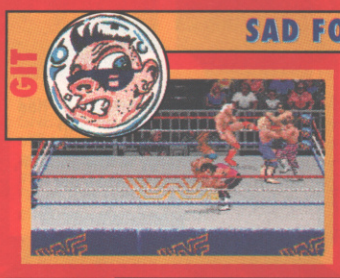
Up and over! Aiieeee!

VERDICT

At first glance, WWF Royal Rumble looks disappointingly similar to the original Super Wrestlemania. But don't be fooled – although Acclaim have used the same viewpoint as their previous title, the action in this little baby is streets ahead of its predecessor. It's the new options which make Royal Rumble stand out – the three-man tag team matches are a hoot, and as for the no-holds barred Rumble itself – it's a blast! Presentation is tops all round, with detailed and well-animated characters, each with their own signature tunes, and joypad control that's a cinch. It's just a pity that the long-winded grappling has been included, as it only serves to annoy. This is the best wrestling game I've seen – the WWF should be proud.

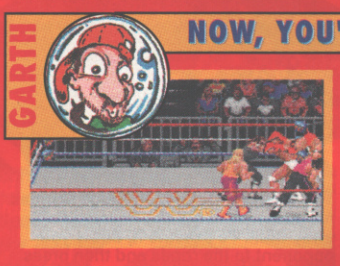
PAUL RAND

SAD FOLK START HERE



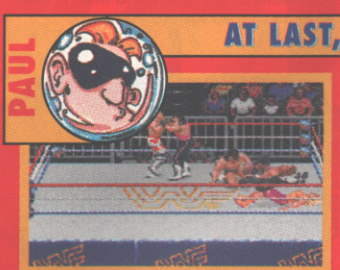
So, you can only get to round 2 of the Championship Tournament eh? We frankly can't believe it, but if you're really that sad, try getting hold of an autofire joypad and turning all the switches on; that should help you win a few grapples and flatten the odd baddy.

NOW, YOU'RE GETTING BETTER



Round 4, eh? Don't get too cocky 'cos this is where you really need all your concentration to win. Make one mistake with these boys and it's all over. If you want to really wear down your opponent's energy then try taking him to the outside of the ring – that'll teach him.

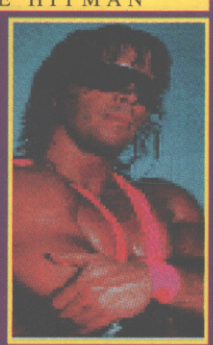
AT LAST, YOU'RE WELL' ARD!



Marvellous! Round 5 – just one round away from that coveted WWF title. Don't go for the bodyslams straight away. Instead, use kicks and punches to soften up your opponent first and then chuck him to the ropes and use dropkicks and clotheslines to set him up for the biggie. 3-2-1 – he's out!

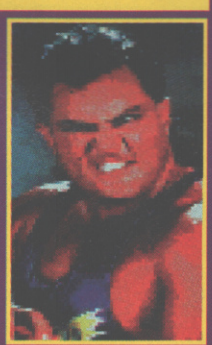
BRET HART
"THE HITMAN"

Height: 6'0"
Weight: 234 pounds
From: Calgary, Alberta, Canada.
Special Move: Sharpshooter.



CRUSH

Height: 6'8"
Weight: 315 pounds
From: Hawaii
Special Move: Cranium Crunch.

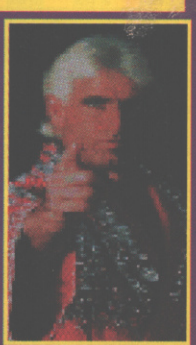


TATANKA

Height: 5'11"
Weight: 255 pounds
From: Pembroke, North Carolina.
Special Move: Reverse Fall-away Slam.

RIC FLAIR

Height: 5'11"
Weight: 239 pounds
From: Charlotte North Carolina.
Special Move: Figure 4 leg lock.

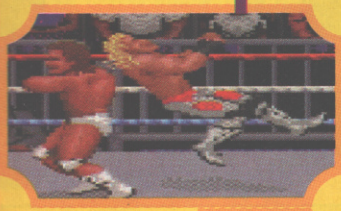


PUT THE FORK IN HIM – HE'S DONE

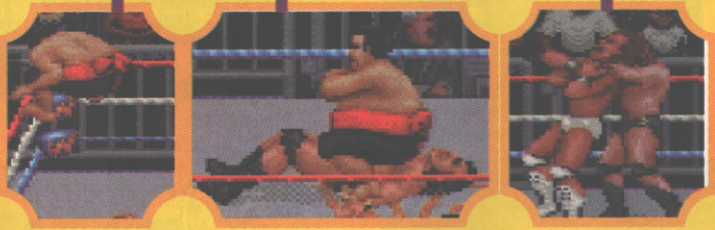
All the different characters in WWF Royal Rumble have their own signature moves with which to finish off their opponents, ranging from the Banzai Drop to the Million Dollar Dream. Here's a full list of all the moves and how to execute them:

SPECIAL NOTE: You can only perform your special moves when your opponent's energy meter is in the red.

THE NARCISSIST: Lex Luger uses the running forearm to knock his opponent out. Simply throw a sucker to the ropes, bounce off the ropes and press R.

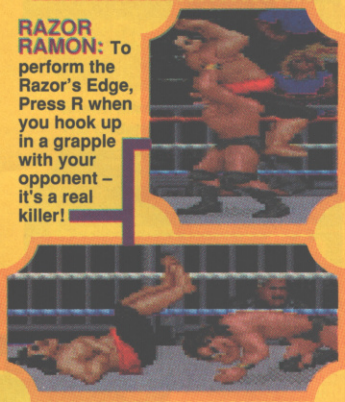


YOKOZUNA: He may be a fat get, but he can certainly knock the wind out of opponents with the Banzai Drop. To use this, knock your opponent down in the top half of the ring, go to the turnbuckle as though you were going to climb it and press R. This takes practice.

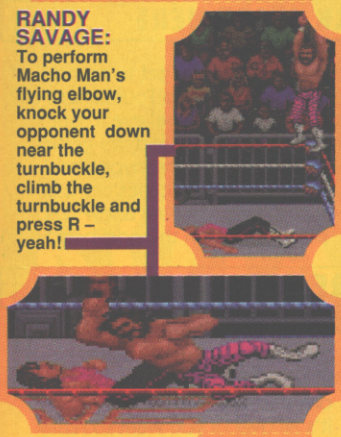


MILLION DOLLAR MAN: Ted Dibiase is the richest inhabitant of WWF town, and tells everybody so. His signature move is aptly named the Million Dollar Dream. To perform this, walk up behind a stunned opponent and press R.

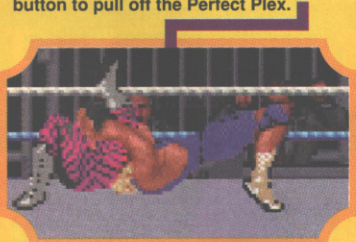
RAZOR RAMON: To perform the Razor's Edge, Press R when you hook up in a grapple with your opponent – it's a real killer!



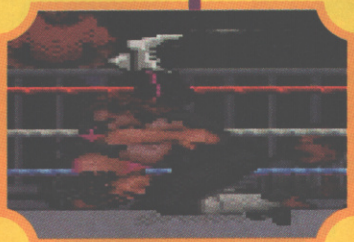
RANDY SAVAGE: To perform Macho Man's flying elbow, knock your opponent down near the turnbuckle, climb the turnbuckle and press R – yeah!



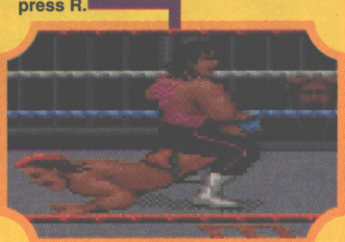
MR. PERFECT: The perfect one has developed the "Perfect Plex" with which to finish his opponents. When your opponent's energy is low enough, get him in a grapple and press the R button to pull off the Perfect Plex.



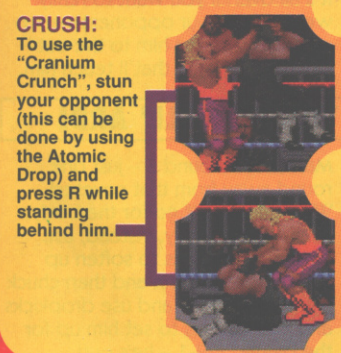
THE UNDERTAKER: The morbid maestro's obsession with death has led him to perfect the Tombstone Piledriver. Press the R button whilst in the grapple to see it.



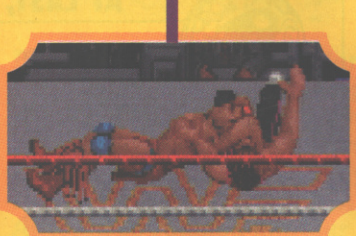
BRET HART: The Hitman uses all his excellence of execution to catch napping opponents in the Sharpshooter leg lock. When your opponent is down walk to his legs and press R.



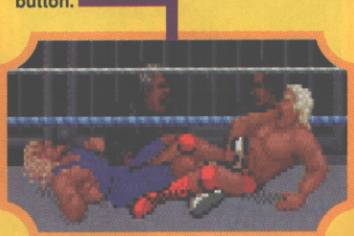
CRUSH: To use the "Cranium Crunch", stun your opponent (this can be done by using the Atomic Drop) and press R while standing behind him.



TATANKA: Mr Latin America finishes his opponents with the Reverse Fall-away Stun. To execute it, throw your opponent to the ropes and then press R as he comes toward you.



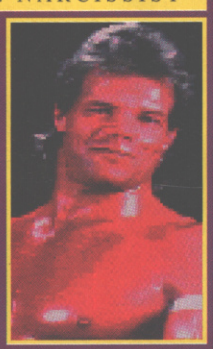
RIC FLAIR: He may be nearly as old as Garth, but Ricky has mastered the extremely painful Figure 4 leg lock. To hook it, stand at the feet of a fallen opponent and press that magic R button.



SHAWN MICHAELS: The self proclaimed "sexiest man alive" has mastered the devastating Back Suplex. To perform this, stun your opponent, walk up behind him and press the R button.

LEX LUGER
"THE NARCISSIST"

Height: 6'6"
Weight: 275 pounds
From: Atlanta, Georgia.
Special move: Running Forearm.



SHAWN MICHAELS

Height: 6'0"
Weight: 234 pounds
From: San Antonio
Special move: Back Suplex

TED DIBIASE
"THE MILLION DOLLAR MAN"

Height: 6'3"
Weight: 256 pounds
From: Seasonal Residencies
Special move: The Million Dollar Dream.

YOKOZUNA

Height: 6'5"
Weight: 505 pounds
From: Polynesia
Special move: Banzai Drop.

THE VIEW YOU'LL NEVER SEE!

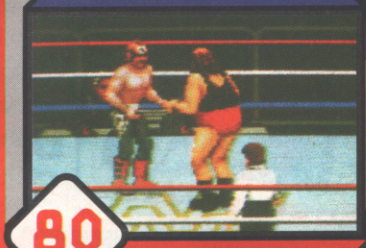
Just look at them all, milling around and kicking each others' heads in while the referee's not around. Unfortunately, you'll never see a shot like this in Royal Rumble as we just pieced it together to show you the overall picture – but it looks good, doesn't it!

HE'S A RING VETERAN

Brawl is by far the most enjoyable option in WWF (apart from the Royal Rumble that is). Basically, rather than having to attempt to pin your opponent to win, you simply have to kick him in until he can no longer stand! Sounds fun? It is. It's even more fun when you've got a three-man tag team and you can take the action to the outside of the ring and seriously reduce your opponents' energy. The railings make a good weapon for throwing people into, as does the side of the ring. The chair is always good for picking up and hitting people with but the best thing about brawl matches is that there's no referee to get in the way, so you can fight outside the ring without the worry of being counted out. Incidentally, in a normal one-fall match you can whack the referee and knock him to the ground if you like; there's no real advantage to doing this, other than it's a bloody good laugh!

In tag-team mode, get the opponent near to your side and let your buddy help out!

ON THE *OTHER* HAND



WWF SUPER WRESTLEMANIA

One of the earlier games on the SNES, WWF Super Wrestlemania is still a fine cart. The digitised sprites are superb and the gameplay's intense. It's not quite as much fun as Royal Rumble, but it's certainly cheaper – give it a blast!

80

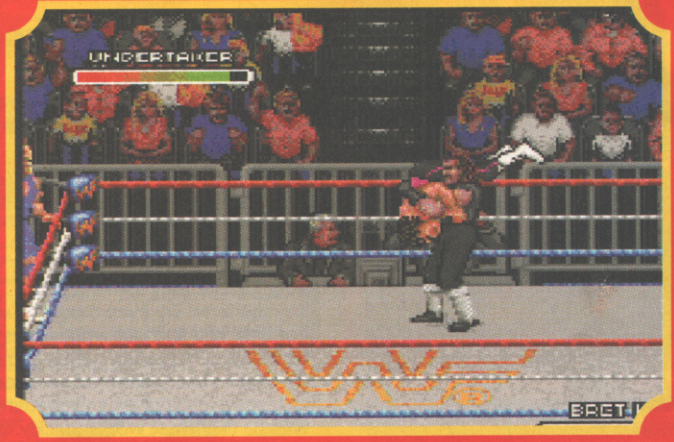
REVIEWED: CVG No136

VERDICT

The boys from the ring are bigger and badder than ever! Bodyslam, hit people with chairs and even Tombstone your opponents into submission. And when you've finished doing that why not take on all comers in the Royal Rumble? 12 wrestlers, one ring and fistfuls of fun. The Rumble is an absolute riot with one player, but get two along and it's mayhem beyond belief. The grapples can go on for absolutely ages and get incredibly tiresome, and at £60 this is one overpriced cartridge. But it's a good 'un, no doubt about

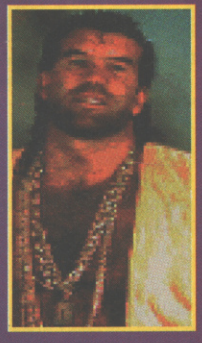
PAUL ANGLIN

You don't mess with the Undertaker – as Brett "The Hitman" Hart is finding out!



RAZOR RAMON

Height: 6'7"
Weight: 287 pounds
From: Miami, Florida.
Special move: The Razor's Edge.



SUPER NES

PROS: Superb graphics, great sampled tunes and absolutely frantic gameplay.

CONS: The grapples really slow the action down and it can get a touch repetitive.

GRAPHICS 94%
Superb digitised sprites with incredible animation give this a really authentic look.

SOUND 93%
Very satisfying "oomphs" and "ahhs" and great samples of the fighters' theme tunes.

GAMEPLAY 83%
Great at first but the grapples take a lot of fun out of the game.

VALUE 80%
At £60 you could be a bit peeved at the amount of action you get.

MISS OK! HIT

85

REVIEW

SNES ▶ by KONAMI ▶ £49.99

OUT: August. Thanks to Konami (081 429 2446) for the review cartridge.

Pop'n TWINBEE

IT'S GOT TO BE ONE OF THE CRAZIEST GAMES WE'VE EVER SEEN. AND WE THINK YOU'D BE MAD NOT TO BUY IT!

Everybody lived a peaceful existance in Mad Land (actually it's not called Mad Land at all, but that's as good a name as any). The birds sang, the lambs leapt and the rivers flowed: that was until the evil Dr Mapdock took control of things. In one fell swoop the Doc invaded Mad Land and took everyone hostage, except for two youngsters by the name of Twin Bee and Win Bee. Twin's the snobby young lad who's got more morals than a high court judge whilst Win's the high spirited, reliable girlie who helps her brother along the way. Take your choice or play as a team; whichever way, you're sure of a cracking time!

HELLS BELLS!

The keys to the duo's success are the bells that can be shot from beneath the clouds. Blast the happy faces and the bells fly out of the top and drift down towards you. Whenever you hit them with a shot they'll change colour and move a few paces backwards. The trick is to change the bell to the colour you want and then snatch it up. Unfortunately the bells seem to edge towards you at the most inopportune moments and, just when you think it's safe to grab them, an enemy sprite zips in and takes your life! With practice you'll become just as nippy and have enough bells to start a campanologists fan club!

Welcome to cloud nine – well six'll do for now.

Looks like the prickly guys have got some backup!

LEVEL THE TOWN

Yes! Seven stages of cute, mega action-packed kerrrazy Jap cartoon madness awaits visitors to Mad Land! Every level throws up a monstrous end-of-stage guardian who must be duffed up before you can get on with your journey. Some critters can only be defeated using special attacks and more often or not you'll have to get in real close to thump them on the nose before they'll give up and buy the farm! Try everything you've got until you find out what works best. If you're playing with a friend it's best to use a different weapon to that which your chum is battling with to find what works quickly.

ORANGE

The most boring pick-up. Purely for bonus points.

BLUE

Turbo boost! If you speed up past the 4th level you'll return to the first.

GREY

A powerful cannon shot to rip those fluffy pests to pieces!

PURPLE

Three way multi directional shot. AWESOME!

PINK

Pick this up for a impenetrable shield.

GREEN

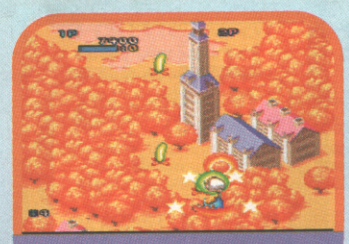
When you transform, this icon adds one extra piece of equipment.

FLASHING

Unleash a huge barrage of bombs enemies and become untouchable!

HEART

Attack ground-based enemies to release the heart which will restore your energy.

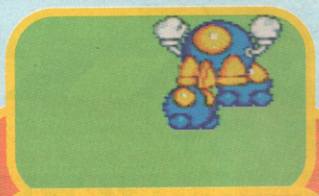


Twin Bee does the biz!

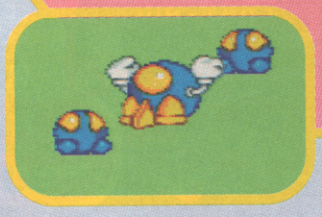
Melons take a hell of a punch.

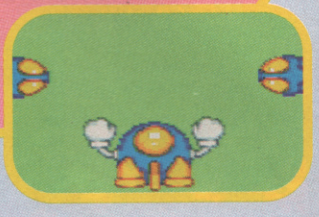
Is this all a bit surreal or what? Cor blimey, guvnor!

LET'S FIGHT



Both Twin Bee and Win Bee have four modes of attack. Shooting blasts all the enemies that fly through the air the fastest and is the best way to get the bells. By holding down the Y button you'll build up the 'punch' to incredibly powerful levels and you can then release it at airborne enemies for a huge kick. The Y button is also used for throwing bombs at baddies on the ground but it's quite awkward to use and doesn't always target too well. The final attack can only be used when two players are on screen at once; the first player to press R will swing the other around and throw him. The player who is thrown then whizzes around the screen, knocking off enemies left, right and centre!





WHO'S YOUR FRIEND?

Two players have never had so much fun with a simultaneous shoot 'em up. A second warrior can join in the jollies at any time with the second character, providing there are enough credits left. With the aid of 'Transformation', the Twin Bee and Win Bee can pick up various bits of equipment to beef up their pods at any time. You can select which of the three transforming modes to use at the start of the game. By selecting 'Normal', our heoes will be able to strap on extra bits and pieces etc when a player pauses. On the other hand, 'Surround' lets you strap on the hardware and attack forwards when spinning, while the 'Engulf' option will allow you to bend and morph across to the edge of the screen. When you release the button you spring back to your original position.

Centipede things! Aargh!!

Big and blue and scary, too!

Ooh look! It's Mr Happy Cloud!

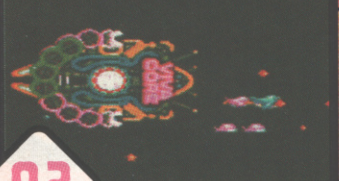
VERDICT

I was a great fan of Parodius, so I've been looking forward to this one for quite some time. Twin Bee is one storming shoot 'em up, incorporating lots of ideas from Parodius and spinning them through 90 degrees to give a top-to-bottom blast par excellence. The enemies in this game never let up – to such an extent, in fact, that if you're new to gaming you might find yourself getting a bit cheesed off after you've died straightaway for the umpteenth time. But don't let that put you off. Stick at it, and you'll find out just how good this is.

PAUL RAND

More to shoot here than at a fairground attraction.

ON THE OTHER HAND



PARODIUS : £49:99

Parodius has been available for a while now, first on PC Engine and then on SNES. The action really is as mad as a camel in a wet-suit! Flying Octopi, large, semi-naked ladies and flying pussy cats are all amongst the oddness that is Parodius. A superb shoot 'em up that you simply must own if you're a serious blast fan!

92

REVIEWED: CVG No130

VERDICT

Konami is becoming my favourite software company in Gamesland. Everything it touches turns into a MONSTER! Fans of Parodius will go absolutely ape at the whopping cartoon animations and fabulously freaky sprites! Twin and Win are loaded with humongous power-ups and special weapons. The totally insane baddies come at you in waves thicker than a ostrich-egg omelette!
There's hardly a single aspect of the game that can be pulled up, but if I was pushed I'd say it's a little hard for your average gamer, but that's VFM in my book! Get together with a mate and exploit the brilliant two player features and you'll be playing into the daylight hours. Another Japtastic cart from the arcade masters.

STEVE KEEN

Nice backdrops? We told you so!

Well coddle my whatsits!

SUPER NES

PROS: Incredible gameplay and more features than you know what to do with.

CONS: Only one – it's damned hard. Younger players beware!

GRAPHICS	Incredible! Beautifully drawn sprites and tons of humour.	90
SOUND	Comical Jap samples and catchy sound tracks.	89
GAMEPLAY	You absolutely will not be able to stop!	90
VALUE	With all the options it doesn't get better than this!	93

MISS OK HIT

93

Comin' atcha from all angles.

End of level boss, stage 2 - easy meat!

Twin's tooled up for serious ass kickin'!

KNOW YOUR ENEMY

Here's a small selection of the bozos you'll be busting several guts over. They're all as cunning as a weasel with a doctorate in backstabbing, but they can be beaten if you know how!

TOKO TOKO
The meandering pineapples found on the first level. Take 'em out with bombs.

OKE-DONGURI
The paddling yellow pods of doom are also suckers for the big Bee bombs.

CARIN
Crazy crabs from Aqua Park. Not too dangerous – land one on 'em by throwing bombs.

MABOLIN
Basic flying pests that will bite the dust with a single well-placed shot.

PARA-DONGURI
These guys float down in huge numbers and are just waiting to be mown down!

PANDALOW
Big fluffy pandas! Don't be shy – blast 'em with anything you've got.

KAMOPERRA
You can break up these ducks with single shots, but it's better to use more sporadic fire.

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REVIEW

by CORE

£44.99

OUT: On import. Thanks to Console Plus (0532 500445) for the CD.

WONDERDOG

Every dog has its day – is this Wonderdog's?

When the dog planet K-9 was conquered by the evil Pitbullies, the only escapee was a young puppy. Unbeknown to him, his dad had injected him full of a strange chemical designed to enhance his doggy abilities. Now he's faster than a speeding whippet, can leap tall buildings in a single bound, etc etc. You get the idea. Anyway, he's been transported to Earth and has to find his way back to K-9 in order to free it from its savage oppressors. Now who said muzzling dogs was a bad idea?

Go on, Wonder – get it sorted!

Man's best friend? I'd prefer a Grolsch!

BUT IS IT MEGA?

Wonderdog hardly pushes back the barriers of gaming technology. There's the now-obligatory CD intro, which is nice apart from the age-long pauses when it loads in the next scene. The best thing about this game being on compact disc is the music; there's loads of it and nearly all the tunes are fantastic, bar a few dodgy ones which would be more at home playing over the Gallery bit on Take Hart. The only problem with the music is sometimes the Mega-CD takes a few seconds to find it. Consequently, in the case of sections like the scarecrow boss, it's possible to finish before the music even starts to play.

Wahay! Who's this cute pooch, then?

BONUS LEVELS A-PLENTY

Unlike so many platform games of late, the entrances to the bonus worlds in Wonderdog are far from obvious. Usually you need to position yourself in the right spot on a platform in order to be spirited away. Most of the bonus levels comprise of a boring star world where you just have to collect a few gems and leap suicidally off the bottom of the screen to get back to where you were, but some stages have genuine extra levels attached to them.

Beneath the surface of the cheese moon is an even cheesier mine. Down here are bonuses galore, as well as unfunny cheese humour involving fruity fromage and some kind of chedder-excavating machine. Levels such as these crop up throughout and looking for them adds an extra dimension to the playability, which can't be bad.

HE DIGS! HE FLIES! HE SNIFFS OTHER DOGS!

Well, almost. Wonderdog has many strange abilities – none of which are dog-related. First off he has massive Prince Charles ears which, when flapped, allow him to glide gently to earth from any height, thus helping him avoid any embarrassing incidents with spikes. He can also tunnel Mario-style through certain types of ground. This usually takes him to a hidden chamber, although sometimes it leads to hazards, so you need to look before you dig. Wonderdog also has a rather unique ability. Should he collect a smiley face icon he'll sit down, start praying and hundreds of faces fly out of his bottom! Strange, probably painful, but extremely useful as it reveals all the hidden platforms.

Wonderdog's seeing stars! What's he been on? We should be told...

VERDICT

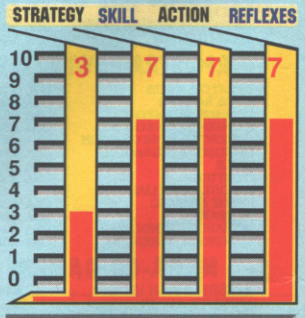
If it wasn't for the music, you'd never know you were playing a Mega-CD game, but then if Wonderdog featured fancy sprite scaling or other such stuff, it would be totally over the top and wouldn't suit the action. Instead what we get is a decent platform game which plays like a cross between Robocod and Sonic. Wonderdog isn't the most versatile of characters, but the wacky, and sometimes sad, humour which runs throughout the game does create enough interest to keep you playing. With the lack of decent platformers on Mega-CD, this fills that gap perfectly.

PAUL RAND

MEGA CD

PROS: Loads of levels and bonus stages and generally great music.
CONS: Once you get the hang of things it's quite easy to complete.

GRAPHICS	Large, colourful sprites and good backdrops.	88%
SOUND	Jolly CD tunes which sometimes run out of synch.	85%
GAMEPLAY	Nothing original, but is helped by hidden stages.	84%
VALUE	Extremely easy to progress once you get the hang of it.	80%



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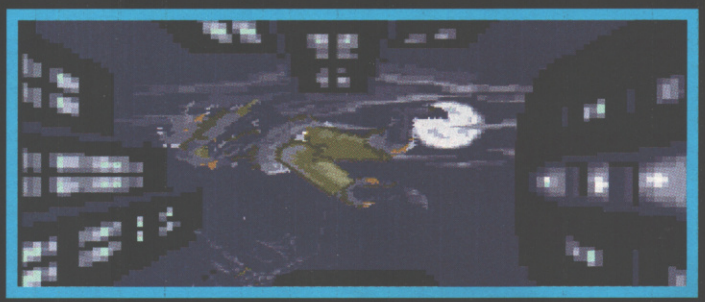
OUT: On import. Thanks to ACE Consoles (071 439 1185) for the CD.

BATMAN RETURNS

You've seen it on the Pirate TV advert – now play it on your Mega-CD!

The Mega-CD's very first game-of-the-film takes us to the streets of crime-ridden Gotham City in the guise of the Dark Knight himself. The plot of the game follows that of the film, with Batman trying to clear his name after being put in the frame for murder by Danny DeVito, sorry, The Penguin. Naturally, the best way for him to prove his innocence is to beat up all the Penguin's henchmen then take on fat boy himself. Things aren't as easy as they first seem though, as Catwoman soon puts in an appearance and sets out to capture the Caped Crusader.



The Caped Crusader fails miserably in his attempt to rescue the Ice Princess, thus making it look as though he is responsible for her death.

THE WORD YOU'RE LOOKING FOR IS 'AAARRRGGGHH'!

Where would Batman be without his cape? Not only does it look good, it also doubles as a handy parachute, allowing him to glide menacingly onto criminals. To prevent him dive-bombing everything in sight, the cape also has a power level, which decreases when he uses it. Overuse can lead to embarrassing falls which don't exactly leave his enemies reeling in fear at the sight of him.

Lucky for Batman that Alfred Turtle - waxed the car to prevent scratches while driving fast through low tunnels.

Blast the truck then knock the clowns off the side to destroy it.

WHERE DOES HE GET THOSE TOYS?

Obviously, Batman has paid a visit to Home Base before setting out on his latest caper. He's kitted himself out with all sorts of excellent crime-fighting gadgets, although he only has a limited number of each. Extra weapons can be found throughout the levels, but they're usually tucked away in obscure places and can only be found by punching innocuous-looking walls. Check out what you can grab!

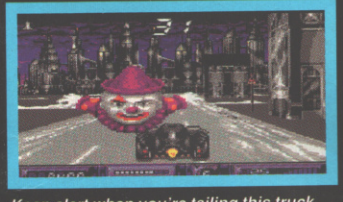
- **Regular Batarang**: The dullest piece of kit, unless you happen to be on the receiving end of one.
- **Smoke Bombs**: These can't be thrown as far as the Batarangs, but they paralyse any character they land near.
- **Bat Swarm**: Activate this and Batman unfolds his cape, releasing a swarm of killer bats which home in on the nearest enemy.
- **Grappling Gun**: Fire this at a hapless foe and you'll knock him for six.
- **Homing Batarang**: Does the damage of a normal Batarang but homes in like the Bat Swarm.

VERDICT

Looking for top action on the Mega-CD? Look no further than Batman Returns! I flipped when I saw the driving section of this game – it's truly fantastic. Combine that with the excellent sound effects, music and cut-scenes and it seems like Batman Returns is a real winner. However, I do think it's a bit of con that Sega haven't changed the platform sections, but if you haven't seen them before, you'd never know they'd come from the cartridge game. If haven't already got a Batman game, this is a fantastic combination of platform and driving action and you'd have to be completely out of your tree miss it.

STEVE KEEN

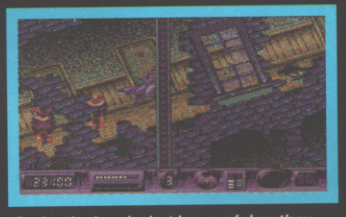
One step away from The Penguin's HQ, and he knows it. There are more hazards here than anywhere else in the game.



Keep alert when you're tailing this truck as the Jack-in-the-box flips open and dents the Batmobile's armour.

WHO'S THE MAN BEHIND THE BAT?

When Batman has to travel he does it in style. In this version of the game you get to try your hand at driving two of his awesome vehicles – the Batskiboat and the Batmobile. Both are equipped with turbo engines, machine guns and homing missiles and in the boat he can flip in 360 degrees around the sewer tunnels. Apart from the weapons you can also barge enemy vehicles into the scenery, which is lot more fun and saves on mmunition.These sections look stunning, with sprite-scaled 3D roadside objects and enemies. The bosses as just as good, especially the Clownmobile on level one, which comes complete with a jack-in-the-box that leaps out at the Batmobile.



Go for the heads, but be careful as they spite fireballs.

HAVEN'T I SEEN THIS BEFORE?

If you're feeling a sense of deja vu while reading this review it's probably because you've seen parts of this game before. The platform section appeared on the cartridge version of the game and is reproduced exactly here. The only difference between this part of CD Batman Returns and the title on cart is the CD-quality music, which adds to the atmosphere but doesn't do anything to alleviate the feeling of having been ripped off. The game can be played in three different modes, either with all the levels together, or just the platform or driving stages. This will be some comfort for anyone with the cartridge game who's been suckered into buying this one as well – but not much.

SHUT UP, YOU'RE GOING TO JAIL!

Batman is every bit as hard in the game as he is in the movie. Apart from his groovy weapons, he can also bring his martial arts training into play, unleashing karate chops and kicks. He also has a grappling hook, which lets the cowled one swing from platform to platform in true Spiderman style. He only has a limited amount of energy though, and power-up hearts are few and far between. Fortunately, the levels aren't too massive and, once you find the quickest route, it's possible to get through without so much as a scratch. However, the bosses at the end of each stage invariably dole out a damn good kicking to anything that comes near them, so it pays to keep one of the homing weapons handy as it will locate the vulnerable spot.

VERDICT

Despite the smart new bits of electronic gubbins to be found inside the Mega-CD, nobody's bothered to make any use of them – until now. Batman Returns is a sight to behold – the driving sections especially, with their scaling sprites which at least match the SNES's Mode 7. Imagine my disappointment, though, when I got through the driving bit, only to be greeted by the bog standard platform game which appears on the original cartridge. What a rip-off! If you don't have the cart version, you won't be disappointed though – this is definitely one of the best games to hit the Mega-CD, simply because there's some gameplay to be had.

PAUL RAND

MEGA-CD

PROS: Good mix of game styles and awesome graphics and music.
CONS: The platform levels are lifted straight from the cartridge version.

GRAPHICS	Excellent 3D and the animation on the platform stages is ace.	92 %
SOUND	Incredible soundtrack taken straight from the movie.	92 %
GAMEPLAY	Challenging and large, this will keep you hooked for ages.	88 %
VALUE	One of the best Mega-CD titles available. Well worth the price.	90 %

MISS HIT

91

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OUT: On import. Thanks to Raven Games (Tel: 081 663 6810) for the cartridge.

FINAL FIGHT 2

FIRST REVIEW!

FINAL FIGHT IS A CRACKER BOTH IN COIN-OP AND CONSOLE FORM – DOES THE SNES SEQUEL BEAT THE ORIGINAL INTO A COCKED HAT?

After first revealing that Capcom are to release Streetfighter Turbo on SNES in the near future, the Japanese fist masters have now dumped their latest outing onto our very doorstep! Final Fight 2 is a cart of whopping proportions and if you thought the original was the best thing since Claudia Schiffer, wait 'till you get a load of this! More moves, incredible arcade graphics, special attacks and two whole new characters! You want more? Plant your backside firmly into your comfiest chair and nestle back for the complete lowdown on the next best thing to Capcom's Streetfighter 2 sequel!

GET TOOLED UP

Okay, the guys and lass have meaty moves, but what about some weapons for inflicting proper damage? I'm happy to say that that tired old bastion of beat 'em up weapons, the steel piping, has been dropped! What we do have are three beefy pick-ups to crack baddies balls with – the not exactly original, but handy when your back's against the wall piece of plywood, the all-new American nightstick which performs much the same function as the wood, and the trusty old knife that you can stab with or even throw at baddies.You can hang onto all the weapons for a whole level, but if you drop them and don't scoop 'em up again sharpish, they'll disappear for good.

Take that big boy, and have some more!

Oh, so you'd hit a girlie would you?!

Give him one in the Hudson Halls!

Flamin' 'eck!

High-kicking young lass!

YAK! A BIN SCROUNGER

Just like in Final Fight you can go rummaging around the bins and barrels for pick-ups and special bonuses – smash everything that stands out. Sometimes you'll come up blank with nothing to show for your efforts, but usually you'll find something inside the damaged remains. The most precious pick-ups are energy-replenishing foodstuffs in the form of roast chicken, Coke, doughnut, milk, etc. These don't come along anywhere near often enough, so make sure you check every barrel or background object you encounter. The game still scrolls in stages from left to right, so if you're in the middle of a fight don't bash the containers until you're finished or you could be forced past the pick up point and be unable to collect your reward!

JOY'S IN THE PAD

PAD — Use for moving left and right and performing com binations of attacking moves with the buttons.

Y — Attack.

B — Jump.

Y+B — Press together for special move.

FINAL FIT

HAGGAR
AGE: 50
HEIGHT: 202cm
WEIGHT: 121kg

You all know the massive mayor from Bash Street. He's the only character to have made it through from the original game – and it's only fair, considering that Guy's had his own version of Final Fight and Cody was a bit of a wife anyway! The last time it was the aging mayor's daughter who got snatched; this time... well, we haven't got a clue actually 'cos the copy we've got is all in Japanese! Anyway, Haggar's been completely tarted up and now has no less than seven attacking moves and a devastating special. And big boots.

MAKI
AGE: 20
HEIGHT: 169cm
WEIGHT: 52kg

Hurrah! At last, a female Final Fighter! The towering temptress is lightning fast and can whittle down the enemy quicker than any other character. However, she's not as hard as the two blokes and, although she's got eight lethal attacking moves and one special, she doesn't do as much damage per attack. She still kicks ass big time though, and bears more than a slight resemblance to that Chun Li wench from Capcom's other game!

CARLOS
AGE: Unknowen
HEIGHT: 183cm
WEIGHT: 61kg

Carlos is a martial artist-cum-Ninja and with his stealthy tactics he can leap in on the bad guys, kick, butt and then somersault out again, virtually unharmed. Permanently armed, Carlos will only use his sword for his devastating special attack; the rest of the time he just makes do with utilising one of his seven other awesome moves. Fast and furious, that's Carlos. Pity he's got such a crap name, really!

I bet she drinks Carling Black Label!

The Minister of Silly Walks gets ready to receive a sharp beating.

VERDICT

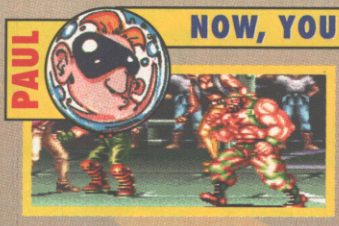
We were all getting really hot and sweaty over Final Fight 2; it looked to be Capcom's next stormer. All of a sudden it just fell through the door unannounced – and it's easy to see why. As fab and groovy as it may be, it's just too similar to the original to get you very excited. The graphics are an improvement on the original, but...erm.... that's about it, really! Final Fight 2 is just too easy until you get into the last few levels, but it's all a bit late by then. By no means a sad shambles, but not the wonder we were hoping for.

PAUL ANGLIN

SAD FOLK START HERE

The last thing your sad ass wants to hear right now is how easy Final Fight 2 is. Well tough luck, buster! If you haven't got past this point with all your lives intact, stop reading CVG and go get yourself a copy of Sad Man Monthly!

NOW, YOU'RE GETTING BETTER



He may look like a dodgy old geezer, but give him half a chance and he'll smack you into the middle of next month! Most of the bosses are escorted by normal thugs and the best thing to do is chuck them at him, then wade in!

AT LAST, YOU'RE WELL' ARD!

This guy's rock hard and spins about all over the place. You'll never be able to take him with one life, so get a few free shots in at the beginning of a life when you're invincible and waste his energy with specials.

ON THE *OTHER* HAND

STREETS OF RAGE 2

The MD can't match the SNES for sound or graphics, but Streets Of Rage 2 comes very close. The multi directionally scrolling beat 'em up has everything Final Fight 2 has and more. One on one, this comes out tops!

90%

REVIEWED: CVG No135

THE BIGGER THEY ARE...

There are scores of different tough nuts to crack, all with their own ideas on how they're going to bust you up! Here's a few of the real hard men and women and take it from us, some of them are real HARD CORE bruisers!

ANDRE
Yeah, we know he looks like that guy from WWF and he's certainly a giant. This guy comes in close for crushing bear-hugs and loves to rush up to you for a severe chest barge!

MARY
She might be a babe, but those boots aren't just made for walking – they're there to stomp all over you! Mary and her mates spring in from high and rain down on your head with paddles that they carry in each hand.

ELICK
Fat boys need real toys when battling in the heart of the city. Elick is about as useful as Mr Bean and McAuley Culkin in a scrap. He powers up two cattle prods with thousands of watts of electricity, puts his head down and charges straight at you. Very shocking!

JOE
This guy's a red devil. Although his flaming bombs are deadly, when he scatters them about the screen he's more likely to hit himself and his buddies than you!

FINAL FIGHT 2

FIRST REVIEW!

MOVES ON UP!

Ok, we know you're gagging to see the moves, so we won't keep you waiting. They start off bog standard and just get better and better.

HAGGAR

Rib cracking uppercuts.

Ball busting belly flop.

Chest stomping flying kicks.

Spinning pile-drive.

Skull cracking double handed cosh.

Leg-smashing body slam – rather him than us!

SPECIAL MOVE

One of the best moves, Haggar's combination choke and head butt. Excellent!

MAKI

Fast jabs and body combo.

Standing jump kick.

Head smacking elbow.

Knee to the face.

Parallel flying kick.

High flying kick.

SPECIAL MOVE

Spinning handstand kick.

VERDICT

Those Japanese joy boys have done it again! There's no doubting who's the king of arcade beat 'em ups on SNES; Capcom win hands down! Not two, but three characters all brilliantly animated and enemy characters which are a bit bland sometimes but look good against the plush backdrops as well as the simultaneous two player fun raise this one right up above the normal copy-cat dross. If this had come out closer to the time of Final Fight's release it would have done a whole lot better. As it stands it's still great, but this type of game has become just a little stale. Check it out, though.

STEVE KEEN

VERDICT

Final Fight was THE beat 'em up on Super NES until Streetfighter came along, but it did have its faults, the most obvious being the lack of a two player option. That's been rectified in the sequel and, with a pair of you battling your way through the levels, you get much more of a coin-oppy feel. With the new characters and their wealth of attacking moves, there's more to this game than the bog-standard 'let's rip off a winner and make a few bob' sort of stuff that sequels normally tend to be. Final Fight can be accused of being a little simple in the early stages, but generally this is a worthwhile buy.

PAUL RAND

DOUBLE BUBBLE

At last you can team up with a mate and play simultaneously, arcade style! No more arguing over who's going next 'cos you and your pesky little bro can now have a pad each and grapple, thwack and smash violent street thugs together! Get fed up of that and you can turn your attentions to one another and thrash the living jello out of each other! The graphics are far superior to the original and the animation, although not spectacular, far less limited.

SNES

PROS: Non-stop action of near-arcade quality that's even improved on the original game's incredible achievements.

CONS: The gameplay's nothing new and can get quite repetitive.

Boy meets girl. And what a big girl!

WHAT'S IN THE SCRIPT

You should know the score by now. Follow the trail across the world duffing up tough guys! There's not much more to it than that. End of level bosses are amongst the biggest ever seen and the best tactic to use with them is to keep your distance and attack in small bursts, dodging their advances. The first you'll come across is the giant Won Won, who slices and dices with a huge chopper! Things then get even worse as the scary frame of Freddie hurtles onto the screen. But it won't be until the third level that you'll start feeling really taxed. Boatken is a complete psychopathic animal and has to be locked up. He breaks out in front of your eyes and from that moment on you know you've got trouble!

Ooyah! Bet that hurt!

Jump 'n' thump action!

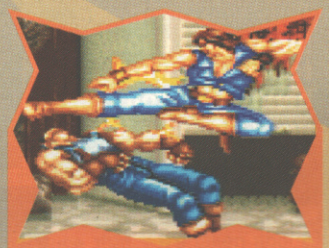
CARLOS

Slap that face.

Standing jump kick.

High power punch.

Standing side kick.



Flying kick.

Rolling throw.

SPECIAL MOVE

Super sword slash.

GRAPHICS	Arcade quality, very detailed backdrops. 90%
SOUND	Some good sound effects and music. 82%
GAMEPLAY	Traditional left to right scrolling. Very repetitive. 80%
VALUE	When your attention wanes you'll still have to see what's next. 82%

MISS OK! HIT

83

REVIEW

PC WITH CD | by VIRGIN | £69.99

OUT: Now. Contact Virgin (081 960 2255) for information.

the 7th Guest

Is The 7th Guest, Virgin's much-vaunted CD murder mystery, really the future of gaming?

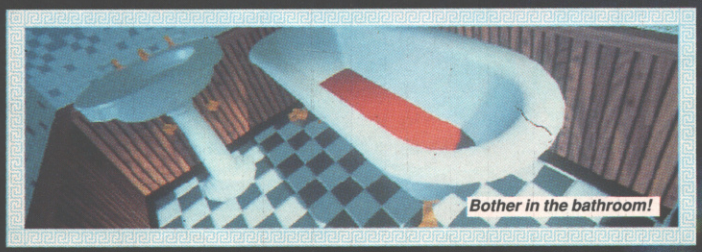
Henry Stauf, toymaker, puzzle-setter and all-round complete weirdo, lived in an old mansion atop a craggy hill. You know the kind of place; dark, dingy and always surrounded by lightning. A bit like Garth's place, only slightly less Texas Tom. Well it seems that Henry disappeared when the children of the nearby town began to suffer from a horrible disease and then started dying. Strangely, a couple of months after his disappearance, six guests were invited to the house...but none of them ever left. Only you are brave (or stupid) enough to find out what happened. You must become the 7th Guest.

Guess who's coming to dinner? Lots of well-dodgy folk!

Stop 'coffin'! Sorry, it just 'crypt' up on me!

CREAKY FLOORBOARDS

Exploration around the house is helped along by a number of video sequences. These sequences are activated when you find a puzzle, but you don't really have to play a puzzle to see one. Some just occur as you come into a room. They're not really frightening, nor are they likely to make you scream, but perhaps the game should be played in the dark, at midnight, with the windows open. Look at these shots – impressive enough – then try to imagine them moving in silky smooth 3D.



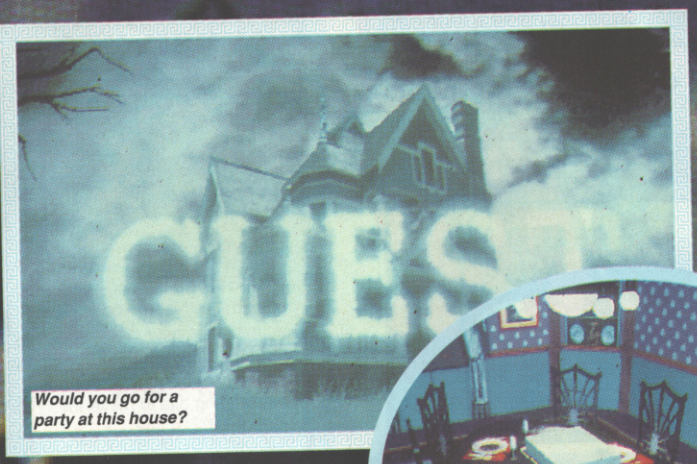
Bother in the bathroom!

Have a ball in the hall.

VERDICT

I'm really excited about CD technology and so when faced with what is said to be the 'greatest development in CD game technology' I was eager to see it. Graphically, 7th Guest is stunning and sound is what you'd expect from the most popular sound medium in the world. But running on a PC means that to get the best from it, you have to be using a well-souped PC, otherwise you may feel a little ripped off – especially at this price. In terms of presentation, 7th Guest is indeed the greatest development in CD games technology. But be warned – the gameplay's a bit shallow.

GARTH SUMPTER



Would you go for a party at this house?

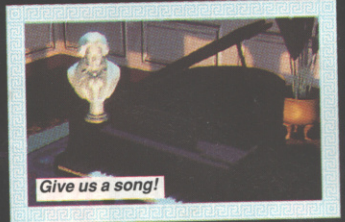
WINDOW DRESSING

The big selling point of The 7th Guest is the visual aspect – the graphics are nothing short of superb. However, it isn't very interactive as most of the gameplay requires you to solve certain puzzles before moving on to others. You can't really do anything else around the house either – you're restricted to exploring, seeing ghosts and solving the puzzles. But you've just got to see it running – ray-tracing has never been used to this sort of scale before and it's incredible. Simply put, these visuals are so good they make everything else look like an old Atari VCS console game.

Another view of the dining room.

HELP! I'M STUCK IN THE CHIMNEY

If you don't like puzzles and don't like getting stuck then this probably isn't your cup of tea. The 7th Guest is a murder mystery and ultimately an adventure. But deep down it's not cruel to its players and contains a helpful hintbook which can be found in the library. With this you can get clues on how to solve puzzles or if you're really stuck it can even solve them for you. Unfortunately, although it may well solve a puzzle it won't tell you how it's done, so you've still got to do that for yourself.


Give us a song!

VERDICT

To my mind £70 is a lot to pay for a house with 23 puzzles in it, even if the graphics are superb. The problem here is that, not only are you going to need a BIG PC and a fast CD drive to get 7th Guest running as it's meant to but, even if you've got such a mega set-up, once you've been astounded by the pretty pictures and superlative sound you'll be quite perturbed to find that there's not a lot of gameplay to be had. 7th Guest is not exactly the bee's knees, more the bee's ankles – but what sweet ankles they are!

PAUL ANGLIN

PC

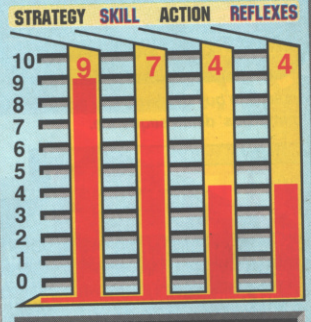
Pros: Murder, mystery and the best sound and visuals this side of a TV screen.
Cons: Gameplay is lacking – and unless you've got a PC with bells on, forget it.

GRAPHICS 95%
Amazing SVGA graphics, smooth 3D animation, video sequences... superb.

SOUND 90%
30 minutes of soundtrack, 76 tunes and 36 minutes of speech. Who could want for more?

GAMEPLAY 70%
It's a mouse driven puzzle game and a difficult one at that.

VALUE 60%
At almost £70 it's a lot of cash for a game you might not play again after you've finished it.



MISS OK! HIT

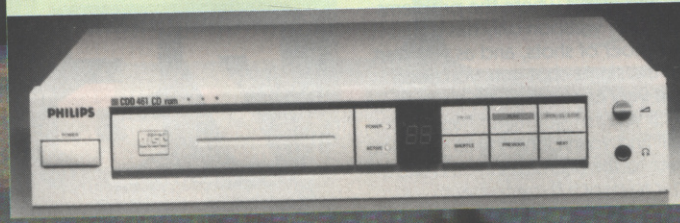
80

CD or not CD?

Is this it then? Is the future of gaming really here? Well, the answer to this is a big 'YES!' – actually, a slightly smaller 'maybe'. The CD format is practically perfect for games. Compact Discs can hold 550 Megabytes of data, are cheaper to produce that cartridges and almost impossible to pirate. With the huge capacity, programmers can store video footage, speech, sampled sound effects and whole symphonies of music – the 7th Guest itself contains 30 minutes of video film of real actors, not to mention a previously unseen amount of ray-traced animation. But there's a problem. No one can really decide on a standard for the equipment. There's CD-ROM, CD-I and the newly-launched Mega CD at the moment, and we're still waiting for the 3DO and Nintendo's CD system, due this Christmas.

It's all a bit confusing (the Mega CD guide starting on page 97 will help, though). One thing's certain, however – the CD format IS the next step in game technology for all of us...

It's taken about three years to develop 7th Guest, with all its superb graphics and shockingingly good sound, but is the gameplay as good as the presentation? If you cut away the digitised graphics, the music and the sound effects, The 7th Guest is actually a pretty simple game. The mansion is split up into 23 rooms and each of these rooms contains a puzzle that you must solve to progress further. You've got to complete each of them to escape the house and finish it all. The puzzles include word-games, mazes, logic problems and perhaps even the odd mathematics problem or two which are not too difficult as long as you paid attention at school. CD games publishers are giving us the pretty pics; now it's time to tackle the playability side...

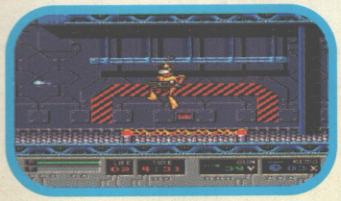


REVIEW

by ELECTRONIC ARTS

£44.95

OUT: July. Contact EA (0753 466326) for information.



Being an agile chap, Bob can climb onto various tubes and pipes which make up some levels.

GUNS GALORE

For some reason Bob was going to show his bird his latest piece of alien-blasting kit. This multi-purpose assault rifle fires homing missiles, several kinds of laser and energy bolts and converts into a nifty flame thrower which is just the thing for spur-of-the-moment barbecues.

Single: Least powerful, but has plenty of ammo.

Treble: A moderately powerful shot and quite common.

Energy Wall: Devastating but rare.

Homing Missile: Also uncommon and it doesn't always home in too well on enemies.

Flame thrower: Ultimate excellence. Fries anything, including pork chops. Depending on what you've collected you can switch weapons by pressing the L button. If all else fails, Bob's armed with a mighty punch, which sends the recipient reeling. This is on hand all the time, which is dead useful if you get caught out by a larger creature.

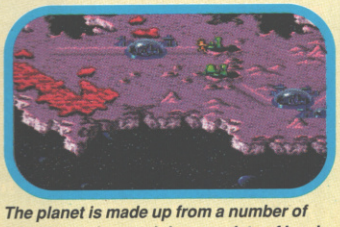
Should Bob buy the farm, you're treated to a 'humorous' death sequence.

BOB

Alien Ant In Lass Dash Crash Shock!

There was Bob (space ant and all-round good guy), ready for a date with a hot girlie when his space Ferrari crash-lands on an uncharted world infested with grungy aliens and psycho robots. Looking at his watch he sees he's got a few hours to go until they're due to meet so, in true hero style, he breaks out his gun and sets about freeing the planet and getting away in time for his dinner date.

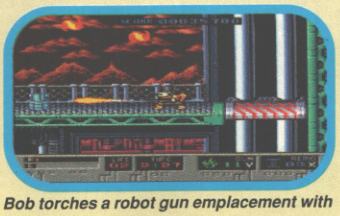
Watch out for these pods which spew out baby aliens.



The planet is made up from a number of islands, each containing a variety of levels.

SUITY AND SWEEP

Four-legged intergalactic ants, were they to exist, probably wouldn't be very effective when it came to a ruck. So it's just as well Bob has decided to wear his best combat suit to go out in. It provides him with protection from many of the nasty things the aliens squirt at him, although it depletes his energy. There are also slots where gadgets can be plugged in. These include a devastating smart bomb, helicopter and a handy instant platform which propels Bob up the screen.



Bob torches a robot gun emplacement with his flame thrower.

ZONED OUT

The alien worlds Bob visits are divided up into several zones. These range from high-tech bases, which are nice enough to look at but harbour traps, to the alien caverns. Inside these you find yourself knee-deep in slime. The aliens, funnily enough, don't take too kindly to Bob's presence and will do everything they can to stop him. Early on they take the form of small, slug-type creatures which hatch from pods. These are dispatched with just a few blasts from the flame thrower, but the later creatures require multiple hits, and here's where the problems arise. Each weapon only has a limited number of shots, and as you start with the single-shot gun, you need to be very economic with ammunition. If you just go trigger happy you'll find yourself having to get a lot closer to the aliens than you'd like in order to punch them to death.

VERDICT

Okay, I admit it, I've never heard of Bob. It's after home time and Garth's just given me the game to review. It did take me by surprise, though. Most games which appear from nowhere tend to be utter crud, and while this does have its cruddy elements, it is fun. If you're the type who struggles with most games you'll probably have a lot of fun with Bob. On the other hand, if you can vanquish the ravenous hordes of the Planet Quog with one hand tied behind your back, you'll go through this like Ian Wright through the Sheffield defence.

PAUL ANGLIN

SUPER NES

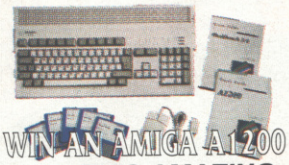
PROS: Playable and colourful with some good animation in places.

CONS: Very simple; there are just not enough challenging bits to make the game last.

GRAPHICS	Neat character, but some of the aliens are very poor.	78%
SOUND	Average tunes which annoy throughout and very few effects.	60%
GAMEPLAY	Bob is fun to control and the large graphics make it pleasant to play.	82%
VALUE	That said, it's as easy as it is cute. Gamesters hardened by aliens will go straight through it.	65%

75

THE WINNING LINE



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REVIEW

SUPER NES ▶ by THQ ▶ £44.99

OUT: Now. Contact THQ (071 493 3662) for information.

Go spin-dizzy with the craziest cartoon character around – now on SNES!

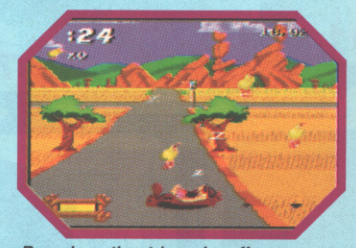
TAZ MANIA

When it comes down to it, nine out of ten watchers who expressed a preference think that the Tasmanian Devil is the coolest demon to have hit the animation circuit since Snow White and her seven unfeasibly stumpy boyfriends! Taz has got speed, he's got teeth, he's got a roar that can strip paint off an iron girder at 20 yards, but above all he's got an appetite that would make Bernard Manning look like he's following the Slimfast Plan! The big guy's scouring the outback, looking for tasty morsels to stuff in his gob. Unfortunately for him, all that seems to be around are a few turbo-charged kiwis and birdies, but with your help he'll find a whole lot more.

TAZ IS TIRED

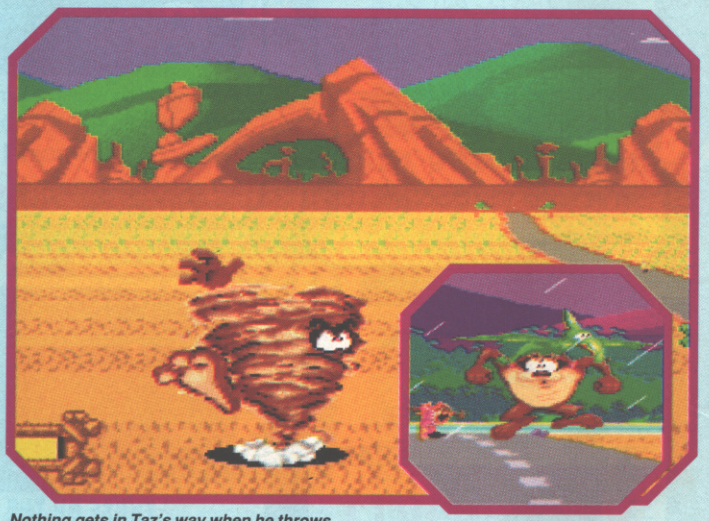
Being a natural speed demon isn't always a good thing. Sometimes Taz can get so carried away with his scoffing pursuits that he'll speed right past his prey! If he does, dig his heels into the tarmac to slam on the breaks, about face and you can run backwards! This is pretty dangerous, though, as you can be hit by fast moving traffic coming up behind the screen. Although there's a handy mirror that pops up on the right and tells you what's coming, you won't know which side of the road it's on, so you take your chances! But some birds are worth the effort, eh boys?!

No time for napping. Your lunch is escaping!



Race down the strip and scoff as many kiwis as you can in 60 seconds.

Grasping at straws again.



Nothing gets in Taz's way when he throws a wobbly!

TAZ IS STUFFED

Game for a laugh? We hope so, 'cos Taz will certainly give you a chuckle or two. The fuzzball's up against the clock in a race to scoff as many desert animals and objects as possible. Tearing down the highways and across contoured plains, ol' beef breath has got more on his plate than just Kiwis. The dumb little birds speed along the highways with Taz, but get harder and harder to catch. They can't fly, but spring and hop all over the place. Very frustrating. Other critters include blue birds that flutter overhead and give up energy and red birdies that add some precious time to the clock.

TAZ HATES TRUCKS!

As the Kiwis tend to run along the road, it's best for you to try and keep on this course too. The rough desert surround is littered with horrific hazards and obstacles. Taz loves SPEED and anything that gets in his way slows him down. Cactus, flowers, small rocks and plants will trip his paws and slow him down. However, if you collide with any trees, boulders, speed limit signs etc, the devil will be stopped in his tracks and either be crushed like a tin can or knocked senseless. If this happens it'll eat into Taz's precious time and that makes him MAD! Most of the obstacles can be torn to shreds with Taz's awesome spin, but try it on some of the meatier metal hazards, such as buses, cars driven by Buddy Boar and traffic lights and he'll come away with one hell of a headache!

VERDICT

After a bit of a hard time, THQ has finally come out with a credible game. The game is fabulous to look at, with incredible scrolling and speed, and Taz has got just as much character as his cartoon counterpart. What's lacking is variety. The game just keeps on going down the same route from start to finish. There's hardly any variety and, although the emergence of different characters throughout the game does inject some extra fun, they don't really do enough for a top mark. Great idea without enough meat on its bones.

STEVE KEEN

Uh oh! The trouble and strife! There's no escaping her now!

TAZ IS MAD!

Other kerrazy cartoon characters are shoe-horned into the cart along with the whirling whirlpool! Wendal Wolf is an endangered species and jumps on Taz's back for protection. Unfortunately the wacky wolf covers Taz's eyes and you'll have to shake him off fast. Taz isn't the only devil in the desert and a butch she-devil has taken a shine to him. If she should catch our boy it's game over! Pterodactyls swoop in fast and low. If Taz jumps too high when they're on screen he'll be snatched up and carried way back and dropped on the track. Another wascally duo are Bull Gator and Axl. These two clowns scan the desert for animals that they trap and sell to the neighbouring zoo. They lay down traps such as black holes which Taz can fall into, as well as oil slicks that slow him down. They can also trap Taz in a net and if you don't wriggle free it's off to the zoo with you!

There's no use getting in a spin over Buddy Boar.

SUPER NES

PROS: Beautiful to look at, especially the later stages, with lightning effects and the sculptured rock landscapes from the cartoons.
CONS: Not enough substance; just jump, run and collect. It's also granite hard.

GRAPHICS 89% — Great cartoon-styled animation and landscapes.

SOUND 80% — Nice Taz noises, but music is poor.

GAMEPLAY 70% — Repetitive and unfortunately unrewarding.

VALUE 67% — Gives you more than a few chuckles whilst it lasts.

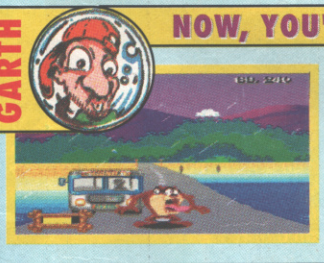
MISS OK! HIT

78

GIT — SAD FOLK START HERE

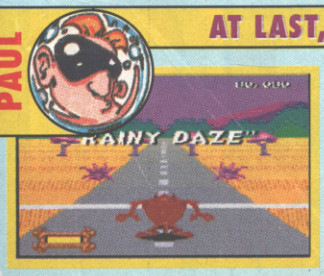
'DOH! You can't get a level that's any easier! Now follow this advice; plug in your joypad, press the buttons and steer with the controller! If you really find this too hard then try not to use your 'Taz Spin' too much, (you sad man!) Oh, by the way, don't walk under buses or you'll get squashed!'

GARTH — NOW, YOU'RE GETTING BETTER



'Still not got it, have you? Oh well, take some constructive advice. There's tons of water on this level, including huge floods. The faster you go, the further you'll jump over them. Don't use Taz's spin unless you have to, otherwise you'll end up in the drink!'

PAUL — AT LAST, YOU'RE WELL' ARD!



'This game is rock solid in the difficulty department. On the latter stages the Kiwis bound all over the place, springing around and emergency braking in a split second. To catch troublesome birds, jump in on them from above and gobble them up.'

A BIRD IN THE HAND

Pick these boys up to get you through the game.

BLUE BIRD - Replaces some lost energy.

BONE - Extra energy.

KIWI - Collect them to get to the next level.

MEAT - Extra energy.

RED BIRD - Gives 10 seconds extra time.

REVIEW

PC ENGINE CD ▶ **by HUDSON SOFT** ▶ **£54.99**

OUT: On import. Thanks to ACE Consoles (071 439 1185) for the CD.

The lovely and picturesque ice level.

LORDS OF THUNDER

Those crystals are dead valuable, grab 'em quick.

Gates Of Thunder is getting on a bit now, but while the original is flagging, the sequel has only just begun...

In the beginning there was peace. Then along came Zaggart, the Dark One, threatening to destroy everything that mankind had ever worked for. But the Holy God Pharina and legendary hero Dyu imprisoned him in the centre of the six Lands Of Mistral. With Daggart bang to rights, the people of Mistral grew complacent until the evil beings of the Shadow Realm were allowed to return from the edge of the world. Then one by one, the Lands of Mistral fell to these evil beings whose only desire was to restore the Dark One as ruler of the Dark World. Landis is the only man powerful enough to stop them as the direct descendant of Dyu and, wearing the magic armour left to him by his ancestor, he ventures off, ready and willing to do battle to the end.

T-T-i

COVER UP!

Armour comes in handy during your jaunt through the lands of Mistral. You can pick up Earth, Fire, Wind and Water armour and they protect you from different types of enemies.

VERDICT

You'll be hard pushed to find a blaster on any format to top this for silky smooth scrolling metallic mayhem! The baddies are big, the backdrops are bold and in short it's pure brilliance. But don't take our word for it when you can glance around the pages at these incredible screenshots. And when you think that this is only an 8-bit machine you'll realise that your load has been well and truly dropped. Not even the incredibly hard gameplay can bring me to knock this one. If you've got a Turbo Duo then order this disc now!

STEVE KEEN

ICONS, GET YOUR ICONS HERE

e amount of icons that you n pick up and bolt onto ur ship in Lords Of under is staggering, here's undown of them:

d Crystal: ie of these is rth 25 crystals. ese will appear en you shoot emies.

lue Crystal: ne of these is orth five crystals. hese will appear hen you shoot nemies.

Level 1 Life Orb: Restores two bars on the life meter. These cost 100 crystals.

Level 2 Life Orb: Restores five bars on the life meter. These cost 200 crystals.

Max Life Orb: Restores life meter to maximum. These cost 500 crystals.

Level 1 Shield: Blocks one hit by an enemy. These cost 200 crystals.

Level 2 Shield: Blocks two hits by an enemy. These cost 500 crystals.

Max Shield: Blocks three hits by an enemy. These cost 1500 crystals.

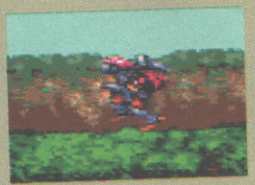
Level 1 Mystic Orb: Restores three power bars. These cost 300 crystals.

Level 2 Mystic Orb: Restores eight power bars. These cost 600 crystals.

Conjure: Summons an elemental to work as a bomber.

Elixir: Restores lives when all lives are lost.

Time Slip: Gives you another continue. These cost 1500 coins.



VERDICT

Bloody hell! From the minute the title screen appears you're hooked totally for the entire seven levels. It's not just the huge amounts of baddies that come out of the woodwork, or the amazing rock tracks that get the adrenalin pumping, or even the mega hard and addictive gameplay; it's the simple, uncomplicated nature of the gameplay that makes Lords Of Thunder so hard to walk away from. If you like a good shooty, make sure your mind's emptied of all info before you hook up to this 'cos it's guaranteed to blow it!

PAUL ANGLIN

I'm forever blowing bubbles.

Blimey!

A LOVERRLY ASSORTMENT OF WEAPONS

What do you do if your race-proven, turbo-nutter ship gets a flat? You could always take it to the interstellar branch of Kwik Fit Fitters, couldn't you? Of course you couldn't, don't be so silly. You could, however, take it to Mrs. Miggins' Delightful Den of Death, Destruction and Deprivation. Okay then, so said shop doesn't actually repair flat tyres at all, but it does sell some great weapons. You can buy everything, from shields to bombs and even the odd continue. Everything has a price and, provided you collect your crystals throughout the game, you'll be able to afford a bit of a spend-up, and then you can really kick some monkey ass.

SHADOW BOXING

These Shadow Realm types are a tough lot and there are thousands of them. Luckily, there are four different types of armour that can be used against them with each suit being named after a different element and comes complete with its own magic. The armour can be powered up during the game by collecting the power-ups. Before every stage, you get the chance to choose which you wish to use, it's worth changing your armour around now and again so you can work out which armour works best with which particular stage.

Thwack him with your big chopper and put him out of action.

PC ENGINE CD

PROS: Immensely hard and fast gameplay and amazing rock tracks that really get the heart racing.

CONS: Graphics are very simple and the concept is nothing new.

GRAPHICS	Nothing special at all - nice backdrops and some pretty smart end-of-level baddies.	79
SOUND	Some of the hardest and most thumping tracks I've heard, bar the new Pearl Jam album that is.	95
GAMEPLAY	Very, very hard. Very, very, very addictive. Very, very, very, very brilliant.	94
VALUE	There may only be seven levels but they're seven very hard levels.	91

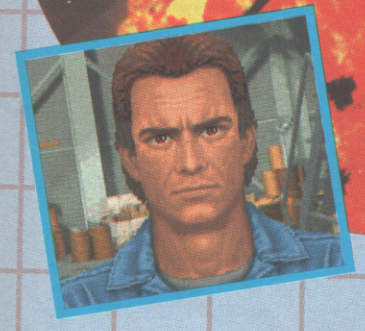
MISS OK! HIT

93

REVIEW

PC ▶ by ORIGIN ▶ £49.9

OUT:Now. Contact Electronic Arts (0753) 549442 for information.



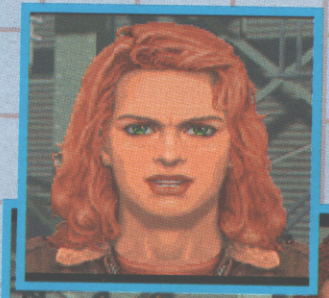
STRIKE COMMANDER

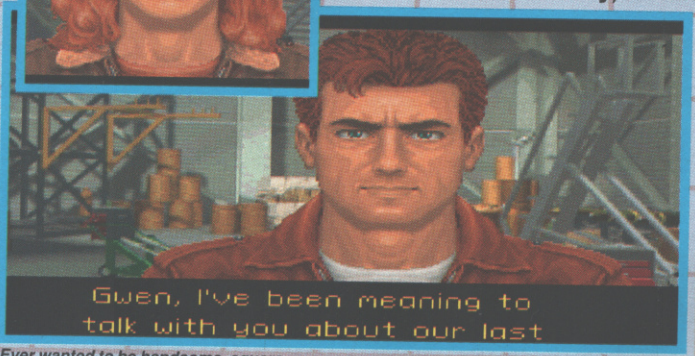
It's been two years in the making, it's been hyped to hell, but is Strike Commander the ultimate flight sim?

It's 2011AD and the world is coming apart at the seams. The Eastern Bloc is no more, the good ol' US of A is going under fast and the skies are ruled by squadrons of mercenary pilots who'll do anything for cash. As a top fighter pilot, you earn your keep by flying missions for the Wildcats, the toughest, meanest and best-looking team in the biz. All you need to get started is a plane, half a tonne of serious weaponry and a few dozen sad characters to use as cannon fodder. Chocs away, laddies!

NOT JUST ANOTHER FLIGHT SIM, THEN?

Strike Commander is a game of two halves. Most of the action takes place in the sky, where you'd expect it to be, but there are quite a few interactive bits where you get to rap with the other members of your squadron. You'll soon find out that most of the other pilots have chips on their shoulders. There are so many feuds, rivalries and personality clashes going on that it resembles a soap opera: a sort of airborne Dallas, if you like. Broad shouldered guys, beautiful women, lots of bitching and a hefty dose of sentiment thrown in for good measure. Let's face it, this game has more corn than the Jolly Green Giant. Get yourself killed and you have to sit through an oh-so-touching funeral sequence where your mercenary buddies stand around telling each other what a great guy you were. Hilarious stuff! As for the end-of-game sequence, pass the bucket. Okay, so it's quite amusing at times, but once you've coughed up nearly fifty sovs, a bit of humour is only the icing on the cake.



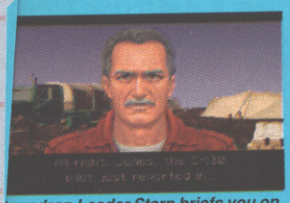


Ever wanted to be handsome, square-jawed and tough? Now's your chance!

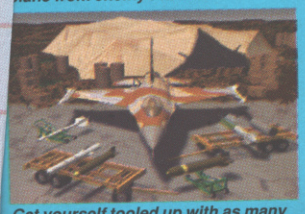
Things are pretty relaxed back in the tent. Click on the girl to save your game.

DOG-FIGHT OR DOG?

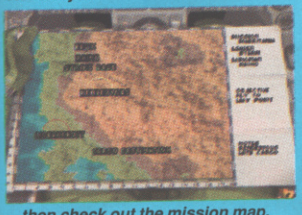
One of the main attractions of Strike Commander is that it's supposed to be pretty hot on the dog-fighting action. Dog-fight? I couldn't even kill a ruddy hamster! But seriously, you need quite a bit of practice before you're up there with the aces. If you're as sad as I am, you'll probably find that your wing-man takes out all the MiGs whilst the only thing you manage to hit is the cargo plane you're trying to protect. Still, practice makes perfect and there's nothing quite like the warm glow of achievement that you get when your first kill is marked up on the fuselage of your plane. Hurrah!



Squadron Leader Stern briefs you on your mission — guarding a cargo plane from enemy attacks.



Get yourself tooled up with as many heavy duty weapons as your plane can carry...



...then check out the mission map. Wouldn't want to get lost, would we?

Bandits at ten o'clock! And you thought this mission was going to be easy? Think again.

Eat missile, sucker! Another rival merc prepares to die.

Sit back and gloat as your first kill is marked up on your plane.

VERDICT

Right, let's get down to the nitty gritty. Strike Commander is a great game, but is it worth having? It's not a hard-core flight sim, but it's certainly a very professional product. If you're after an exciting and challenging flight game with loads of shooting to do but don't want the hassle of having to learn your way around the cockpit, you can't really go wrong with this. It's fast, it's furious and it's full of things to blast. Sound like your cuppa? Way to go, dude!

GARTH SUMPTER

YES, BUT WHAT ABOUT THE FLYING BITS?

If you're after an accurate flight simulation, Strike Commander is not the game to go for. Although it does involve a lot of flying, it's really little more than a very sophisticated shoot 'em up. You don't have to worry about which key lowers your undercarriage and which key waggles your rudder (hey, I'm talking planes here, folks!) — that's all taken care of by the computer. The game can even handle your take-offs and landings so that you can get straight into the action without worrying about crashing on the runway after five seconds. There are also some nice features, such as the missile view, the enemy view and the ability to turn your head and see where the enemies are lurking. So far it's looking distinctly promising.

Follow the winding river!

It's so quiet, there's not even a waiter!

"So he's dead – anyone want another biscuit?"

VERDICT

Strike Commander has loads of action, excellent graphics and a stunning soundtrack. But it requires such a ridiculously fast PC that most people aren't going to be able to run it at anything like its optimum speed. Although it will run on a 386SX, you'll need a 486 with a sound card to get the best out of it. It isn't cheap either, and although it's obvious that a lot of work has gone into the game, whether you rate it is really a matter of taste. Having said that, if you've got the hardware and the dosh, it's great fun.

STEVE KEEN

PC

PROS: Action, adrenalin, atmosphere. What more could you possibly want?

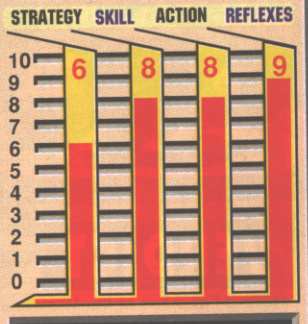
CONS: Unless you've got a red-hot 486 PC, it's gonna be slow.

GRAPHICS — Absolutely stunning: Gourad shaded polygons — the works. A bit jerky on slower PCs, though. **85%**

SOUND — Cinematic music, meaty explosions and, if you've got the Speech Pack, talking characters. **90%**

GAMEPLAY — A bit tricky to master but enormous fun once you've got the hang of it. **80%**

VALUE — At nearly fifty quid, it's a lot of dosh to shell out for a game which you might not like. **70%**



MISS OK! HIT

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REVIEW

by THQ

£39.99

OUT: On Import. Contact Console Plus (0532 500445) for information.

Kill the bagpipes!

WAYNE'S WORLD

The surprise smash-hit film of last year makes it onto the Super Nintendo!

First of all, I want to make it totally clear that I'm not going to pepper this review with lots of sad phrases like "Excellent," "Partytime" and "Schwing" – that's just far too unhappy for CVG which is hard and cool while Wayne's World is about a year old and, as such, rather naff. So let's skip the film quotes and get straight on down to the game, eh? This is the long-awaited SNES adaptation of the comedy hit of last year, put together by T•HQ who have also brought us, erm, Home Alone and Home Alone 2. Schwing! (Oops.)

THE STORY

If you can call it that. The "scenario" goes that Garth, Wayne's bestest buddy and co-presenter of the Wayne's World show, has been kidnapped by Zantar, a gelatinous cube that's escaped from a video game. So if you want to keep your pirate TV channel on the air, you're going to have to go and get him back! Guess what that involves – you got it! Jumping around platforms, battling baddies and picking up bonuses etc etc.

Party time! Excellent! No way! Way!

Exploding Bagpipes Of Doom!

Things are hotting up in the Gasworks.

IT'S OLD MAN WITHERS!

Each of the game's levels is taken from a scene from the movie, so you start off in Kramer's Music Store before heading off to the Donut shop, the Gasworks nightclub and the suburban nightmare that is Aurora, Illinois. There's no shortage of bizarro baddies on each stage (mostly mutant musical instruments like bagpipes, trumpets and accordions), but Wayne's armed with a guitar that fires laser bolts (eh? - Ed) which fends them off, no trouble. Look out for the handy pick-ups that amplify the guitar and make it more powerful.

VERDICT

I admit I'm a fan of the Wayne's World movie, but just as with the Home Alone series, T•HQ hasn't made the best of the film material. The movie follows two characters – Wayne and Garth – and that has good potential for a two-player game, but instead the programmers have concocted a "Garth kidnap" storyline to get him out of the way and come up with a much more formulaic platform romp. For what it is, Wayne's World is not bad, and the digitised sound and graphics add to the movie feel, but ultimately it's just not as good as fans of the film had every right to expect.

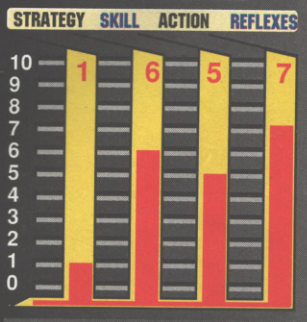
GARY WHITTA

SUPER NES

PROS: There's plenty to be getting on with here, with lots of large levels.

CONS: Unfortunately, there's nothing here that you haven't seen done better somewhere else.

GRAPHICS	Bright and colourful backdrops, and the digitised faces are nice.	76%
SOUND	Decent versions of music from the film and loads of sampled speech.	80%
GAMEPLAY	So-so platform action that doesn't take long to become repetetive.	74%
VALUE	You'll soon tire of Wayne's unoriginal antics.	60%



MISS OK! HIT

63

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Question: Finish this name – Sonic the .....

Answer:
A) Hamster
B) Horse
C) Hedgehog

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Question: Where do Sumo Wrestlers come from?
Answer: A) America B) Japan C) Australia

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The portable, hand held Game Gear is in full colour, with an amazing 3.2" back lit LCD screen, which brings arcade style graphics to life in 32 brilliant colours. The Game Gear includes 4 awesome games.

Question: How many games come in this Sega Game Gear?
Answer: A) 40 B) 4 C) 15

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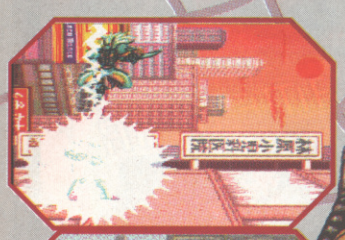
REVIEW

SUPER NES | by RENOVISION | £40.00

OUT: On Import. Thanks to Console Plus (0532 500445) for the cartridge.

DOOMSDAY WARRIOR



Yet another Streetfighter II pretender on Super NES? This is getting ridiculous...

KNOW YOUR ENEMY

These are the seven members of the Doom Squad - once you've selected your character you'll have to take on the other six in turn. But it's best to know a little bit about them before offering them out...

Oh dear. What a gloomy scenario this game's got. According to the manual, a band of alien gits called the Doom Squad have got together to destroy the Earth's natural resources, polluting all the drinking water and killing off the fertile soil. With the planet stricken by famine, governments around the world have collapsed, leaving the dodgy Doom Squad to take over. That is until you've stepped onto the scene to put things back the way they were by, erm... giving everyone a good kicking. As a Doom Squad defector, it's your job to duff over the six other members and restore life to the planet. Etcetera.

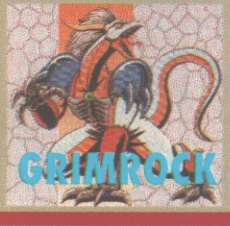
OUCH, THAT SMARTS

Doomsday Warrior's rules should be familiar to anyone who's played SFII, Fatal Fury or Tuff Enuff before, but there are a few subtle differences. Scores are settled in best-out-of-three contests, but bouts can go on slightly longer than usual because the fighters' energy levels are slowly replenished while they're not actually smacking each other about. As a result there's no time limit, which gives things more of a relaxed feel.

SLEDGE Once a famous athlete and crimebuster (?), Sledge is the goody of the group, and practices his punching power by knocking car engines out with his fists. A well-balanced fighter, Sledge is a bit like that Ryu chappy from SFII, with his own version of the fireball special move called the Magic Arrow Attack.

DAISY The only female in this devilish band, Daisy is half-human, half-plant - chlorophyll flows through her veins. Unlike most greenies however, Daisy thinks violence is great, and likes nothing more than smacking people around with her powerful arm chops and awesome leg whips. You have to be fast to beat her.

AMON Amon's fighting skills improved after deciding to beat people up to force them to come to his Rock concerts, and he's the best of the lot at close-up fighting, so keep your distance. It's a good job he's a bit slow.



GRIMROCK Nobody knows exactly what kind of animal he is but what everybody does know is that he's well hard . He has lightning fast reflexes and horns all over his body. He's also got a lethal tail swish, so he's a bit deadly all round, really. The only plus point for his opponents is that his fighting style is a tad predictable.

VERDICT

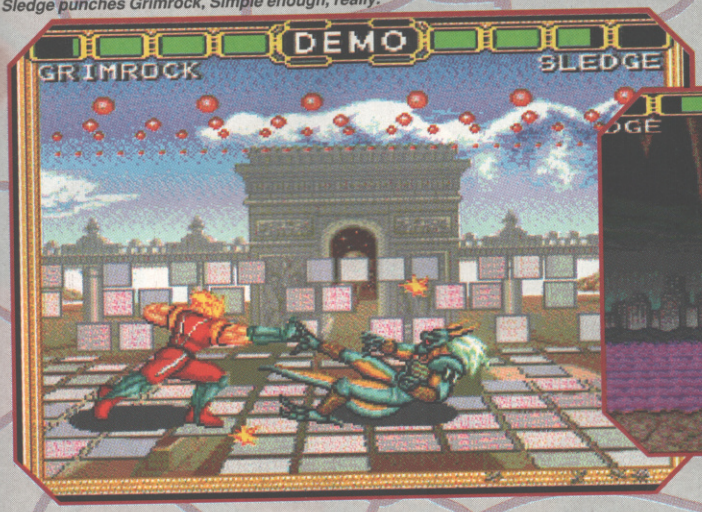
We've had some good laughs with Doomsday Warrior since it came into the office, but I don't think I would be happy about paying forty quid for it. On paper it looks great – plenty of options, an original "build your character" section and plenty of great moves. Unfortunately the game just doesn't have much character – the fighters are really dull, the backdrops plain and uninteresting and the music really gets you down after a while. A good effort, but ultimately I don't think this one will win many fans, especially the SFII die-hards.

GARY WHITTA

GET OFF!

A nice feature of Doomsday Warrior is that you're able to build up your character as the game progresses. After each win you're awarded a number of "hit blocks" that you can use to boost your power in different areas - the more energy you finish the fight with, the more hit blocks you'll win. You can increase your kicking and punching strength, enhance your defensive power or speed up your rate of energy recovery. There's also a boostable category called "Soul Power" - this is a mysterious asset to have, as it allows you to pull off miraculous victories by going berserk and destroying your opponent when you're low on energy and about to snuff it.

Sledge punches Grimrock, Simple enough, really.



Feel the force of P-Lump's flying head-butt. Ow!

I'VE GOT A PAPERCUT

Of course in a fightin'n'fumpin' game like this there isn't much of what you could call strategy, but Doomsday Warrior has got a little bit. Whether you choose Normal or Easy modes, in the one-player game you get to choose your opponents in any order you like, so there's a slight tactical element there. We reckon the best thing is to take out the easier fighters first (Amon and P-Lump are a bit sad) to build up your hit power before taking on the tougher characters like Grimrock and Nuform.

VERDICT

Browsing at these screenshots, you may well be thinking to yourself, "Oh crikey, this looks like the one to knock Streetfighter II off its lofty perch. But you'd be wrong, because it turns out that Doomsday Warrior is actually rather dull. It looks the part from the stills, but get 'em animated and the battlers don't really look that impressive. And although the programmers have tried to incorporate some new ideas into the gameplay, they haven't really worked. It's cheaper than SFII, but unfortunately it shows in the quality stakes.

PAUL RAND

LAYBAN

Almost identical to his pal Sledge in fighting ability and style, Layban is an ex-army sergeant who went AWOL to take up a career as a pro wrestler before being kicked out for dirty fighting (who writes this stuff - Ed?). He's a fighter with an attitude and, even worse, incredible power in his legs and arms.

P-LUMP

A great slobbering mass of a man if ever there was one, when he's not eating the food stocks of entire villages, P-Lump can often be bound using his mystic Chinese powers to inflict GBH on innocent people. He might look like a fat girl with that pigtail, but it is in fact a deadly weapon - he spins it around and smacks you in the face with it.

Nuform is a bit of a T-1000 rip-off. Made of a special liquid that can shape itself into a variety of forms, he shuffles along in a kind of puddle and jabs at you with his "arms". The lower half of his body can be turned into an anvil or a spike!

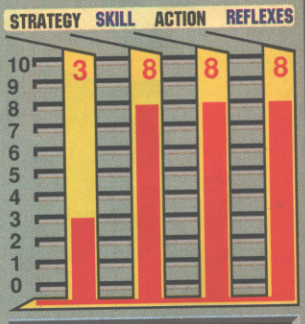
NUFORM

SUPER NES

PROS: Lots of options, nice moves (especially the killer moves) and some original touches.

CONS: The characters don't have any and it actually gets a bit depressing after a short while.

GRAPHICS	Average quality sprites and derivative backdrops don't exactly stand out from the crowd.	70%
SOUND	Lots of tunes, but none of them are any good. Plus some OK FX.	64%
GAMEPLAY	It's easy to get into...	79%
VALUE	...and almost just as easy to get bored.	72%



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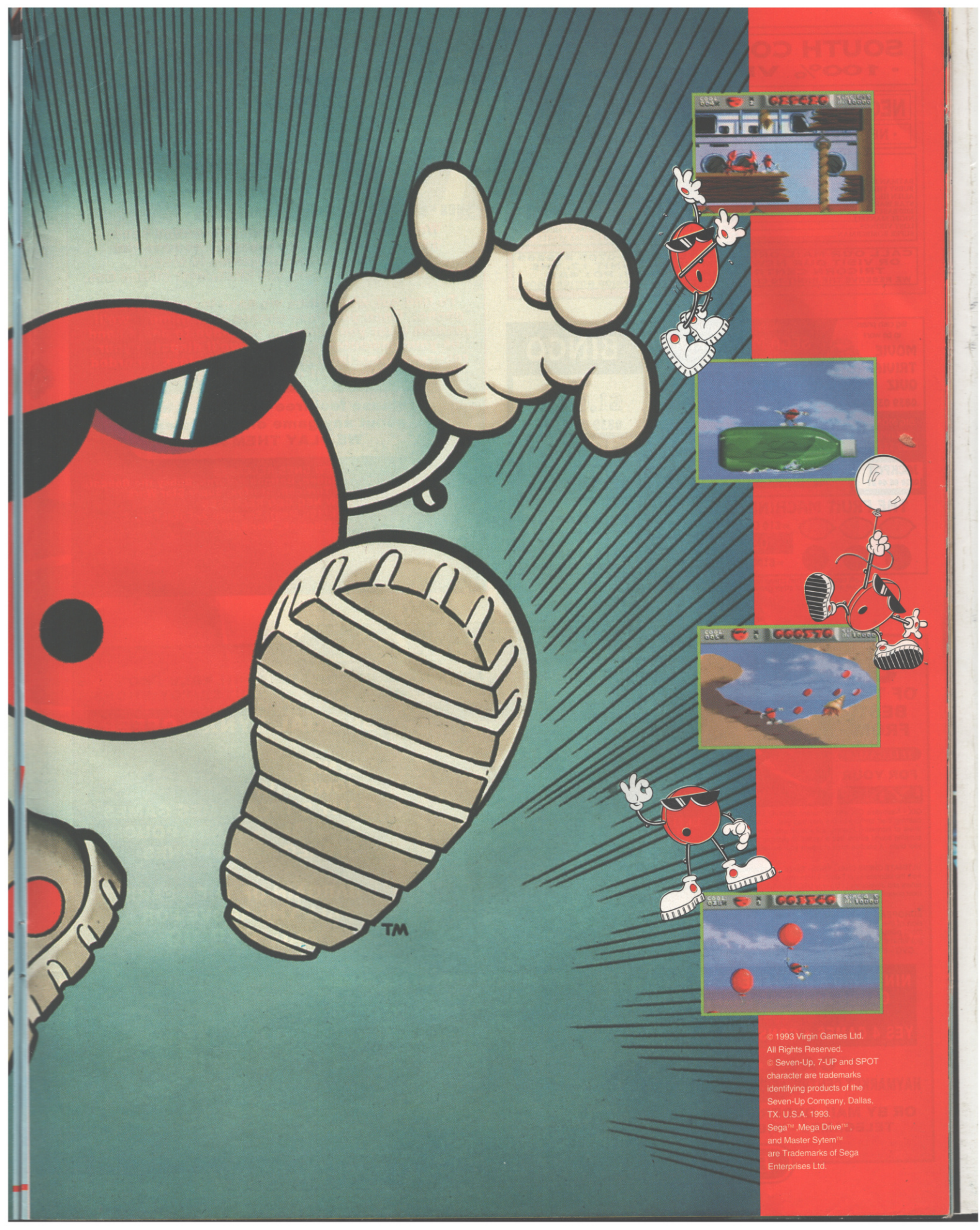

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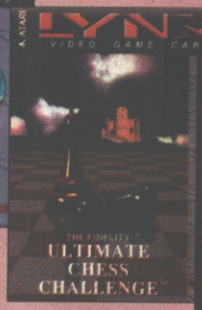

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IGHTER II

REVIEW

by GAMETEK

£39.99

OUT: On import. Thanks to Console Plus (Tel: 0532 500 445) for the review cartridge

The pulling power of Gladiators is legend but does the SNES version have the muscle or is it just a bit floppy?

AMERICAN GLADIATORS

It's taken TV by storm and is swelling the numbers of gym members to breaking point and now American Gladiators is available on Super Nintendo! Wrestle with the gorgeous Ice, Lace, and Zap or pick the men's competition and tough it out with Thunder, Laser and the lads! This is a conversion of the US show, remember, so don't expect to see any of the little weedy types we get on the British version. Plug in your cart, pump up your console and get ready to beat up some beefcake!

GET IN ON THE ACTION

So you wanna be a gladiator, eh? Tough luck – you'll have to settle for being a competitor instead. Two modes are available; a single match-up against the computer or the full series tournament, with up to 16 human players forging towards the final. There are seven events on the cards. Run and shoot in Assault, swing and pound in Human Cannonball, rock and roll in Atlasphere, jab and thrust in Joust, push and shove with Powerball, ache and strain on The Wall and speed through the ultimate obstacle course, The Eliminator!

Don't fancy yours much!

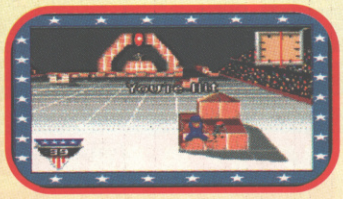
The easiest event of the lot, but you can't knock 'em off!

STAY AT HOME

We have to say it early, American Gladiators is the biggest pile of crap we've seen since King Kong was half way up the Empire Sate Building and fancied a cack! The animation of the sprites looks like it was done by John Wayne (not only was he a sad cowboy, but he's dead)! The only two events worth 10p of electricity are Assault and Eliminator. Assault has a nifty option that lets you switch from an overhead view to a full-sized arena shot! Each weapon can be picked up and fired at the gladiatorial assassins before moving on to the next. Eliminator, the show's final event, starts off with the treadmill, hand cycle bars, beam, net and moves on to the death slide, hurdles and a beefy gladiator. But even this event is just a case of pressing L and R as fast as you can until you reach the finishing line.

The giant Atlasphere event looks more like a game of marbles!

Pass the fly swatter and get the Gladiators off my ass.



Inside the arena. Pick your weapons and run like the wind!

VERDICT

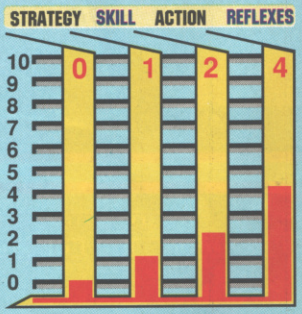
I always thought the American version of Gladiators was easily the best so I expected some real joypad pumpin' action from this, but I have to say that I'm more disappointed than a bottle of Grolsch at an AA meeting. I'm certain that this game actually does smell. The game graphics are very poor and are not saved by the digitised pictures of the Gladiators, sound really is awful and gameplay is repetitive and rapidly dulls the brain. This game has no clout whatsoever and you should whack it into the middle of next week before some poor sod decides to buy it! Honestly, get two rubber-bands, fold up some paper and flick the projectiles at inanimate objects. It's cheaper and a lot more fun!

STEVE KEEN

SUPER NES

PROS: The game's only redeeming feature is the digitised pictures of lads and lasses at the beginning of the proceedings!
CONS: If only we had the space! Dreadful sprites, terrible animation, crap gameplay and awful music – you name it. Just sick!

GRAPHICS	You wouldn't believe they could be so bad on SNES.	18%
SOUND	Even worse than the appalling graphics! ARRRRGHHH!	9%
GAMEPLAY	It's more fun looking for the little blue salt bag in a crisp packet.	36%
VALUE	You won't even be able to swap this cart with your thickest mate.	0%



MISS HIT

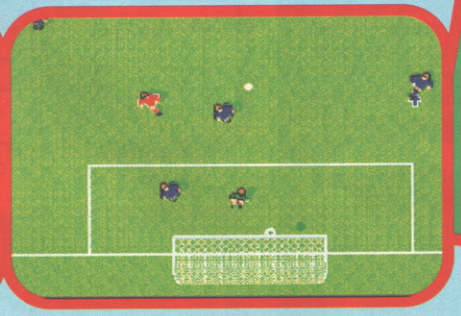
17

U.S. GOLD

FAB FOOTY COMPETITION!

SEE YOUR FAVOURITE TEAM FOR FREE!

US Gold are a football-mad bunch. Not only do they enjoy nothing more than sitting around in their armchairs and talking you though the final 30 minutes of the 1966 World Cup, but they also happen to be selling bundles of copies of their fab Super Kick Off on Megadrive. So many in fact, that last month they ran a competition to win two season tickets and a fistful of balls. So imagine how pleased we are to tell you that they've extended the competition for another month to give even more of you the chance to win! If you like footy, read on...



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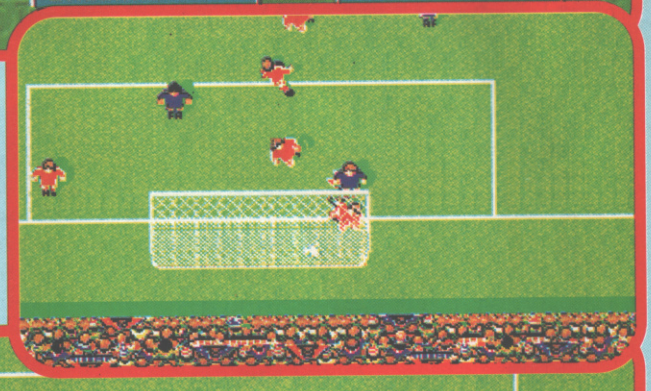

Hands up anyone who doesn't get excited by football? Ah, just you at the back with the broken legs, then.Okay, the rest of you just walk forward and anyone not interested can just wobble around at the back – or you could just find yourself playing the most realistic form of football known to gamesplayers anywhere – Super Kick Off on the Megadrive. Reviewed in the April issue of CVG by 'Paul 'Ee's football mad 'im' Rand, it got a stomping great, 91% and a CVG HIT! to boot! So how did Super Kick Off get to top of the football games league? Well 'cos it's got all this:

- Four Tournaments; including League and Cup in both Britain and Europe.
- League and Nation friendly games can be set up.
- Team Mode allows two players to try out their team and tactics against the computer.
- Amazing speed and accuracy; the players can pass, dribble and shoot whilst enjoying the variety of weather that football is renowned for.

And all the above points should show you the way to the best soccer simulation on the Megadrive. If they don't ('cos computer games can never replace watching or playing the real thing) and you're a real Great Guy then why not enter this amazing US Gold competition to win one of these top prizes...

HOW TO ENTER

All you have to do to stand a chance of winning this great prize is to simply answer the questions at the foot of the page and fill in the tie-breaker before sending your answers using the coupon at the foot of the page to;
THANKS TO US GOLD, I'M NOT TOO LATE TO GET MY ENTRY IN FOR FOOTY, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.
Remember to get your entries in before the closing date of 15th July and that the Editor's decision, however wonky or over-the-top it might be, is final!

1. How many different tournament are there in Super Kick Off?
Answer: _____

Tie breaker: Super Kick Off is the best because:

_____

Name: _____ **Age:** _____
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Machines owned: SNES ❑; Megadrive ❑; Mega-CD ❑; Amiga ❑; PC ❑ Handheld ❑ (please specify).

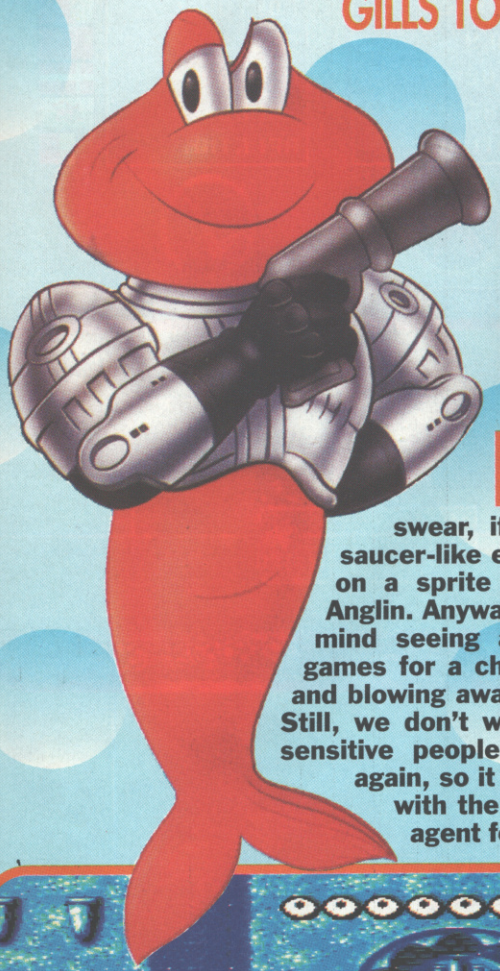
REVIEW

SUPER NES ▶ by OCEAN ▶ £39.99

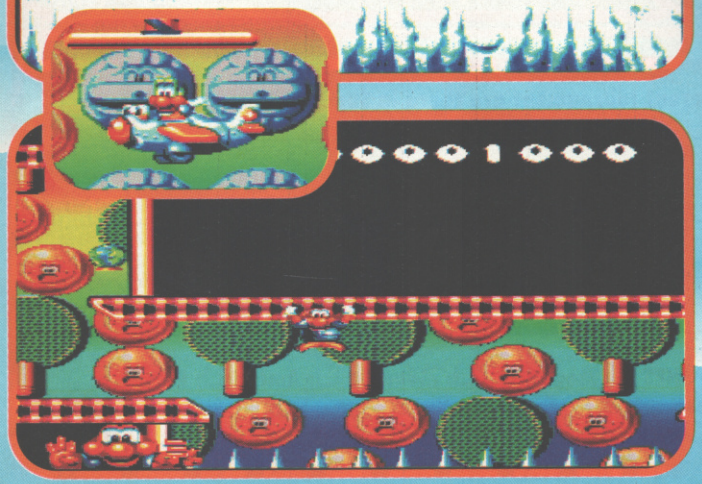
OUT: Now. Contact Millennium (0223 844894) for information.

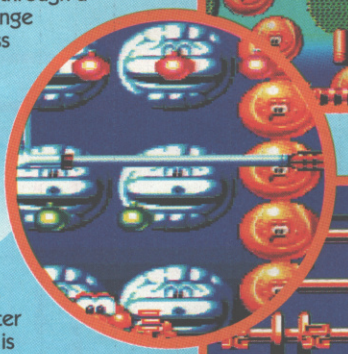
ROBOCOD IS A REAL FAVOURITE ON OTHER FORMATS BUT HAS HE GOT THE GILLS TO MAKE IT BIG ON THE SNES?

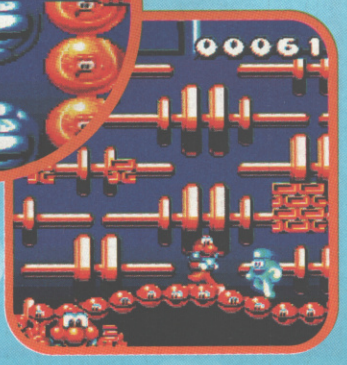
SUPER JAMES POND 2



How many more of these cutesy video game superheroes do we have to take? I swear, if I see one more pair of big saucer-like eyes and a broad toothy smile on a sprite I'll kill someone. Probably Anglin. Anyway, the point is that I wouldn't mind seeing a few HARD characters in games for a change, tooled up to the teeth and blowing away people left, right and centre. Still, we don't want to go upsetting those nice, sensitive people from the newspapers and TV again, so it looks as though we'll have to play with the likes of James Pond, underwater agent for a while yet. Never mind.







The icemen cometh.

THE STORY SO FAR

Amiga and Megadrive fans will already be well familiar with James Pond, and particularly his antics as the steel-clad secret agent Robocod because it's considered a bit of a doozy in those circles. The game's gone through a bit of a name change during the process of making it onto the SNES, but apart from that this is a straight carbon copy of the game that most of us know and love. FI5H Agent Pond is sent on a dangerous mission to the North Pole after Santa's Toy Shop is taken over by an evil organisation. If all the little kiddywinkies of the world are to wake up on Christmas Day with their stockings bulging with prezzies, Pond had better get his skates on and get it sorted – fast!

VERDICT

Robocod (as it's known on other formats) has always been revered as one of the top platform games around, and seeing as the SNES version is spot-on identical to the Megadrive, this one should climb straight to the top of the heap too, right? Well... yeah, pretty much. Although it hasn't aged that well, it's still a lot of fun, and the tunes and graphics make it a very jolly experience indeed. It might not quite be a classic (it's a little too easy for one thing), but Super James Pond is still one of the best platformers the SNES has to offer.

GARY WHITTA

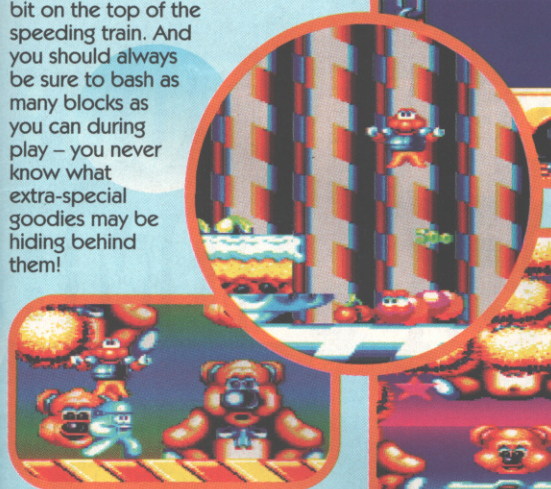
WORK THAT BODY!

Just like all console superheroes, Pondy can run and jump like a world-class athlete. Unfortunately, however, he doesn't have any weapons (he can jump on the baddies' heads, but that's about it). This is more than made up for, though, by his extraordinary ability to stre-e-e-e-e-tch his body upwards like a telescopic jack to grab onto platforms and swipe objects high above normal jumping distance. Once he's grabbed onto a platform or ledge, Pond can shimmy along it – handy for getting over spike traps, acid baths and the like. Don't get too carried away with this impressive bodily feat, however – it looks nice but doesn't come into play that often.

BONUS BONANZA

The good thing about Super James Pond is that it's absolutely bursting at the seams with hidden bonuses, secret rooms and other mystery bits. Exploring the outside of Santa's grotto (from where you enter the various levels via the outer doors) can lead to all manner of secret stages revealing themselves – our favourite is the bit on the top of the speeding train. And you should always be sure to bash as many blocks as you can during play – you never know what extra-special goodies may be hiding behind them!

All aboard for the train of DEATH!



More choo-choos on this level - only little ones but just as lethal.

P-P-P-PICK 'EM UP

If Santa had been kidnapped and his toyshop ransacked, how would you go about putting the matter to rights? Simple! Go around collecting penguins, of course! That's exactly what our Jimmy has to do to ensure Santa's safe return - on each of the levels, each one set inside the toy-packed polar workshop, Pond has to seek out the lovable flightless birds and snap 'em all up in order to send the exit gate flashing and gain access to the next stage. As well as penguins, of course, there's no shortage of other goodies to collect, from sweets and cakes to telephones and clocks – bash the mystery bricks to reveal the booty, but steer well clear of the bottles of poison.

VERDICT

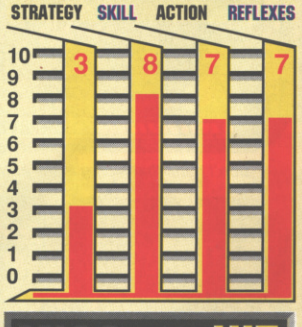
I have to admit to preferring a good blast as opposed to the leap-spriong type (yes, I don't particularly like the Mario games – except for Mario Kart, of course!). Cute platformer criticism aside, James Pond has all the features of a classic game. It's easy to get into and the graphics and music are reasonably pleasant, and while it starts quite easy I found it got much harder later. It's cute, it's cuddly and I personally wouldn't buy it but it's still an excellent game.

GARTH SUMPTER

SUPER NES

PROS: Fast, colourful and loadsa fun. It's a real "feel-good" game.
CONS: Seems a bit simplistic to play after a while.

GRAPHICS	Very nicely defined and brightly coloured visuals make this one a treat for the eyes.	82%
SOUND	The tunes are simple, but you'll soon find yourself humming along with them.	83%
GAMEPLAY	Well, it's not quite Mario, but it's faster and more fun than most others.	80%
VALUE	There are loads and loads of levels, but can you be bothered to finish them all?	78%



83

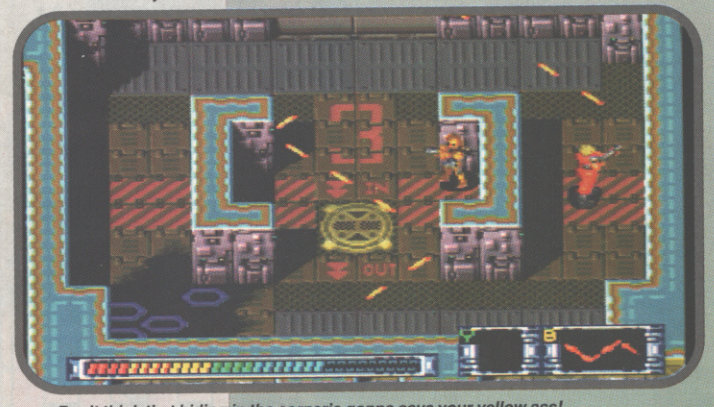
REVIEW

SUPER NES ▶ **by JALECO** ▶ **£45.00**

On import. Thanks to Console Plus (Tel: 0532 500445) for the cartridge.

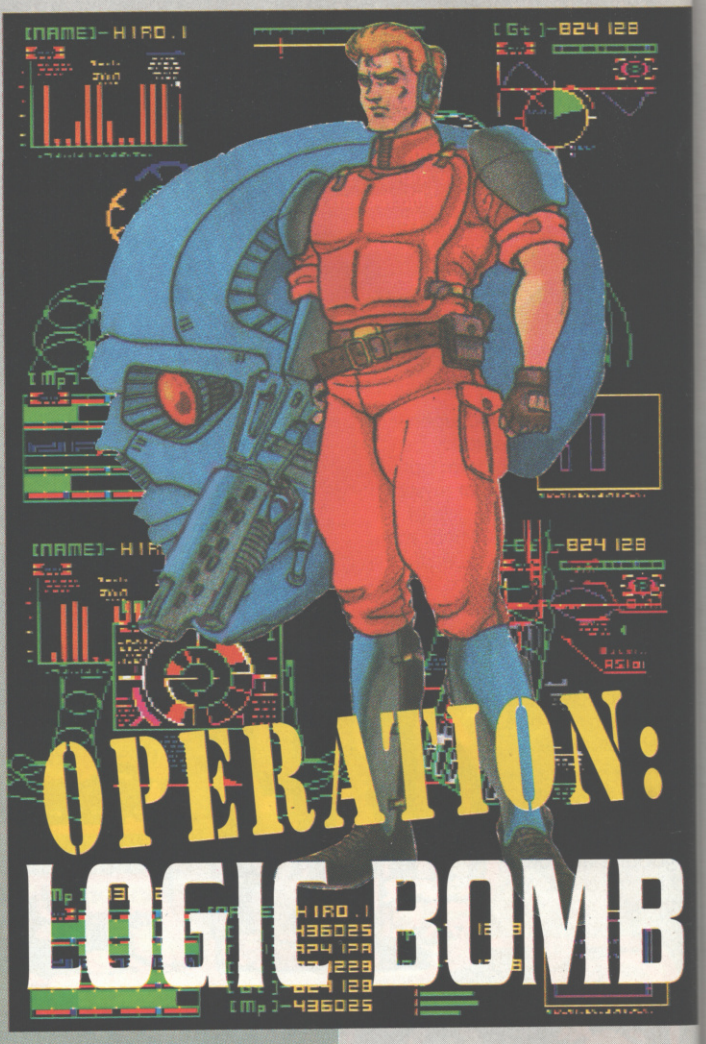
Now what's he got in store for this scientist?

You can see just how this alien works.



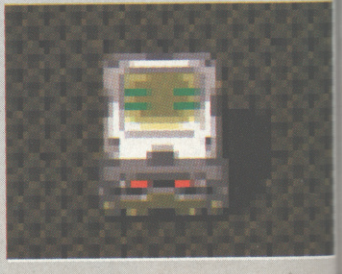
Don't think that hiding in the corner's gonna save your yellow ass!

He's big, he's blue, but he's easy!



Jaleco storms onto the SNES with a fast-action shoot 'em up that's a scorcher!

A top-secret hidden research laboratory, protected by a mountain fortress, has been invaded by aliens. The robotic mutants want to steel the Subspace Particle Transfer Project information and, although that means absolutely nothing to us, it'll give someone a great excuse to dish out a good kickin'! Rock 'ard geezers come in all shapes and sizes, but this is a special mission for a special guy! After being duffed up beyond all recognition on his last mission, Logan was rebuilt with bioelectronic implants giving him incredible strength, reflexes and analytical abilities. This is a solo mission and Logan's the best – are you?



VERDICT

If Jaleco was a bit more original, it really could be a software company to be reckoned with. Some of the touches in Operation Logic Bomb, like the holographic character used to draw fire and the timed mines that explode in huge balls of flame in whichever direction you choose, are brilliant. But the main gameplay, wandering around corridors and shooting robots, is old hat. It's still a good cart, but the next time the Jap giants think about doing a game, I hope they try and place a few more of their own excellent ideas into the make-up; then we'll really see a monster!

STEVE KEEN

FIGHT FOR THE RIGHT!

Secret agents are never short of a gadget and Logan's got a dozon of the choicest weapons around! You start the game with two standard blasters, but up to five can be found including unlimited supplies of ammo. Also, two extra special weapons can be collected and are essential pick-ups if you want to finish the game. Here's the Crew's favourites and what they do. You can flick between them whenever you want and interchange their uses. Now scan our files for the best around!

RPL-R3

(Reflecting Pulse Laser)

Anyone who knows Gaz realises just how sneaky he is and this weapon was made for him! The orange laser bolts ricochet and bounce off any surface and you can take the most offensive aliens out from behind walls and even outside rooms and they'll never even know you were there! Hurrah!

SSLG-R4

(Single Shot Laser gun)

Bog standard blaster, but packs a hell of a punch. Ideal for wasting persistent, fast moving slime balls! If there's more than a couple of enemies coming at you it's best to swap to another weapon, but not only will it split a bad guys atoms it'll force them backwards as well.

TSLG-R2

(Triple Shot Laser Gun)

Garth's favourite! By judging your angles you can take out two mutants or more at once, just like he does with his dates! The only draw back is that the pulse is a little slow to charge, giving enemies ample time to gang up on you and rush attack!

TDB-MINE

(Timed Directional Blast Mine)

Just drop this sucker and push in the direction that you want the blast to be forced, step back and watch the action. Not a great deal of timing is needed as the blast radius is pretty large. Just like Jon's! Only use the mines in tactical situations when you have a lot of time.

FPS-R2

(Ferro-Plasma Spray)

This is the boy to have in your arsenal! One of the most powerful weapons around and Rand's favourite rifle. Burn, melt and blast the toughest of enemies with pinpoint accuracy. If you stand right you can even get the flames to gel around objects to hit hidden targets.

ATMP-R5

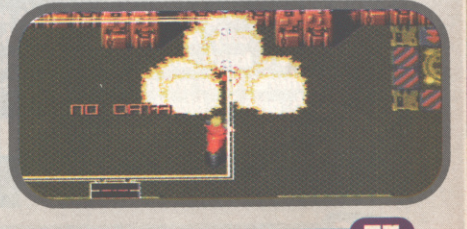
(Automatic Tracking Missile Pod)

This is the ultimate in firepower and because it homes straight in on its victims with no work required by the player it's Anglin's favourite! And why not? You don't get many of these rockets to every shot, but there's just enough to waste those BIG mumas!

PID-R1

(Personal Image Duplicator)

Just like the gizmo from Total Recall. This baby projects a hologram of the player and draws enemy fire whilst you do the dirty. This is Steve's favourite and it's excellent ideas and gadgets like these that make Op. Logic Bomb such a success!



OPERATION: LOGIC BOMB

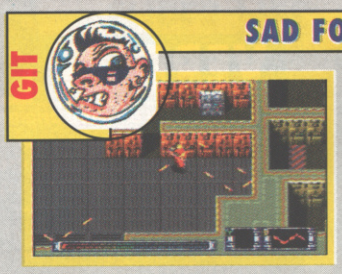
TWO PEAS IN A POD

Operation Logic Bomb follows hard on Tuff E Nuff's heels and continues Jaleco's policy of taking original game formulas and adding new twists. The gameplay's a cross between Alien Breed and Warzone on the Amiga, but owes most of its inspiration to Super Smash TV. With levels and sub-levels a-plenty, Logan must scuttle through countless laboratory corridors, forest terrain and subspace, destroying the invaders. They can leap up at any moment from the blue octagons in the floor to roast your hide! All the aliens follow their own attack pattern and are colour coded for speed and lethality! More deadly than those, though, are the robotic gun emplacements that shoot up from the passageways and the various homing blobs of slime that keep on coming!

The bad guys make a dramatic entrance, but they can be shot in the head.

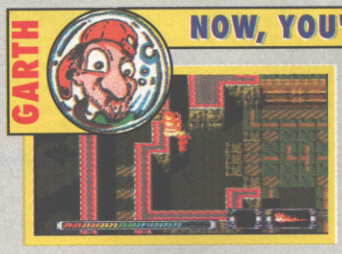
These are the pods that generate the countryside on level 5.

GIT — SAD FOLK START HERE



Get off your fat ass and get those digits into gear! You can't be serious! This is the easiest section in the whole cart. If you're looking for help already, write in to sad Anglin and he can put your pathetic pleas straight into the bin where they belong!

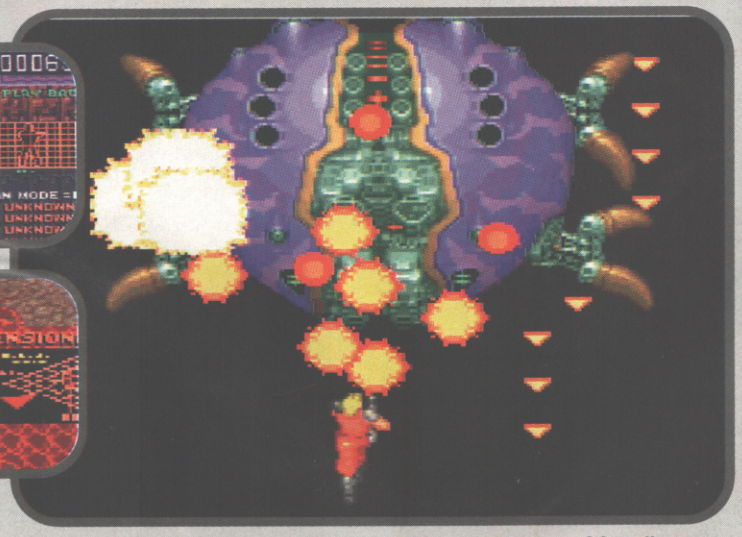
GARTH — NOW, YOU'RE GETTING BETTER



Right, you're starting to make some headway. Without giving away the whole solution here's what you should be doing about now. Go back to the teleportation hole and pick up the flame thrower in the previous room. Now go back and use it on the controls, left and right, to open the door.

PAUL — AT LAST, YOU'RE WELL' ARD!

Yeah, now you're right up there rockin' and kickin' butt wiv da Crew! This is the first big boss that gives any respectable gamer any trouble. Take out his gun claws first and stand as close to his mouth as possible without touching it. Now blast with the flame thrower.



Got any flame throwers? Sorted!

VERDICT

Mr Keen's being a little harsh here. So, Operation Logic Bomb's not totally original, but what game is these days? What you've got to remember is that Jaleco has taken a popular playing style and enhanced the gameplay to great effect! Operation Logic Bomb is packed with features and, even though experienced gamers will find it a little easy after time, you'll still want to go back to it 'cos it's so much fun. The only real shame is that the graphics are a touch on the bland side, but generally there's little wrong with Operation Logic Bomb; give it a blast!

PAUL RAND

TRANSFER YOUR ASSETS!

With all that's going on inside the complex it's easy to miss things, but you'll get ample time to correct your mistakes. The Particle Transfer Unit which the boffins were working on is still active in the form of scores of teleportation points scattered around the labs and grounds. Often you'll get stuck and have to 'beam' all over the place to pick up a piece of missed equipment or activate an electric switch to open a door blocking your path elsewhere.

SUPER NES

PROS: Fabulous effects and lotsa action. Original ideas in the weapons department.
CONS: No difficulty settings and no customisation of the joypad possible. Aliens tend to hang off the edges of the screen waiting to be shot.

GRAPHICS	Tops for presentation. Actual sprite graphics left wanting.	86%
SOUND	Nothing special, but you can get your ears into it!	79%
GAMEPLAY	Easy to finish, but fun to play.	86%
VALUE	Average. There are better shoot 'em ups.	85%

MISSION HIT

85

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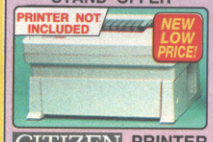

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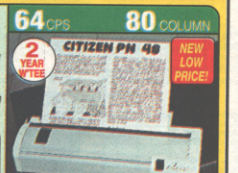

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REVIEW

by ACCOLADE £34.99

OUT: Now. Contact Accolade (081 877 0880) for information.

SUMMER CHALLENGE

There are three ways to tell when summer's here. The first is that it pours with rain just when you think the weather's getting better, the second's that you can't walk into a London McDonald's without shoe-horning through blocks of multi-coloured teenage tourists camping outside and the third is the annual deluge of athletics games that arrive at CVG Towers! Summer Challenge is the first this year, but you can expect a lot more! Whether or not they'll manage to overcome the button-bashing tactics of every track and field sports sim in the history of gaming is doubtful, but we live in hope!

Here's the Olympic stadium. Big, innit!

Going, going..

Gone!

All guys together, but where are the gals?

FACE UP TO THE CHALLENGE

The phrase 'not much cop' comes to mind when recalling the quality of past sports sims. They seem to range from the completely unplayable to the adequately enjoyable. Summer Challenge lies somewhere between the two. There are nine events in the tournament and, thankfully, the option to practise whichever one you want as many times as you want without piling through scores of menus. But it's in the competitive mode that the big boys hang out. You can have up to nine human competitors who can be customised with your own name and nationality. There's even a library of faces for you to scroll through for your competitor!

How's that for grouping, boyee?!

TIME GENTLEMEN PLEASE!

Although there are a ton of events, they all use more or less the same control systems – a combination of pounding one of the buttons and moving the pad. This may sound easy and such sports as Javelin, Archery and Kayaking (slalom cannoning) are a doddle, but things get as tough as cement chewing gum with High Jump, Pole Vault and the nigh-on impossible Equestrian! The controls are still pretty basic, but the poor graphics on most of the events make it extremely hard to judge distances and time manoeuvres with any accuracy. Of course practice makes perfect, but how long most people will persevere is anybody's guess.

VERDICT

Anyone remember Winter Challenge? Yeah, right! We're still trying to forget it! Accolade's Summer version is slightly improved, but not much. What really makes the game so cack is the graphics mode, a mix of dodgy polygons and normal sprites. The events that stick to a single mode are by far the most playable, but the ones that really go overboard are completely unplayable at first. So what if you do manage to learn by trial and error? You'll be completely bored out of your skull by then anyway. I only got any fun out of Javelin, Archery, Cycling and Equestrian and that was because I kept being hurled off the horse! Summer Challenge is not recommended!

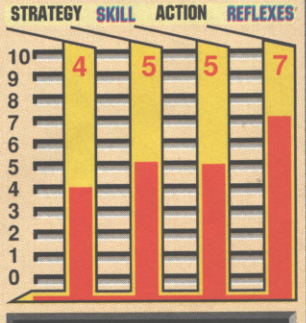
STEVE KEEN

MEGADRIVE

PROS: A high number of human and computer players than can compete.

CONS: Bad graphics, ropey music and boring gameplay.

GRAPHICS	Pixellated and rough, some nice polygons, but mostly sub standard.	69
SOUND	Average sound effects, terrible music. The anthems are stinky!	64
GAMEPLAY	Nice to compete against friends, but only a few events are enjoyable.	67
VALUE	There's better around and certainly better to come.	65



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REVIEW

by KRISALIS

£25.99

OUT: Now. Contact Krisalis (0709 372290) for information.

Prince of Persia goes cutesy in ...

ARABIAN NIGHTS

Tell me if this rings any bells. A young Arabian peasant is in love with a beautiful Princess. Unfortunately, so is the evil Grand Vizier, and so as part of his dastardly plan to rule the kingdom, he casts a spell that spirits the Princess away and chucks the heroic young peasant in prison. Can he lift the spell and rescue the Princess before time runs out?

Yep, sounds uncannily similar to Prince of Persia, doesn't it? In fact the game's got more than just a far-fetched scenario in common with that old classic, both games being action-packed arcade adventures with more than a hint of platforms. As Sinbad Jnr, you've got to escape from the palace dungeons (easier than making a break from a Group 4 van), take on the evil Vizier's four magic guardians and bring the Princess back home to the palace in time for supper. No sweat? You're kidding!

All aboard that's going aboard.

IF YOU'RE SAT AROUND AT HOME

There are plenty of text clues and messages in Arabian Nights, so keep your eyes peeled. A lightbulb appears above Sinbad Jnr's head whenever there's a clue or useful object in the vicinity, while many of the game's friendly characters are happy to talk and trade with you. Collect as many gems as you can, as they act as trading currency. Most of the game's puzzles revolve around getting an object from somebody to use elsewhere and though they seem pretty simple, there are quite a few genuine brain-teasers lurking around.

This is where you're locked up at the start - but escaping's a doddle.

Woo-ooo-ooh! It's the gloomy forest!

MUSTAFA NOTHERGO

Starting from his lowly dungeon cell with nothing but his gardener's rags, Sinbad Jnr is soon able to tool himself up with some useful gear by examining the convenient treasure chests that are littered about the place. Soon he has a key to open the dungeon doors and a sword with which to battle the burly guards. These may start you off, but they won't get you far, so search every chest you find for extra keys, more powerful swords and those all-important energy refills.

Something fishy on the underwater swimming stage.

Give me those diamonds. They're MINE! Ha ha ha! (Clear your desk - Ed)

The ice level - no platform game's complete without one.

VERDICT

I came into Arabian Nights with no great amount of enthusiasm, thinking "Oh dear, we'll have seen all this before" - but by the time I'd finished playing, I'd decided that it's actually quite a top little game. The original prediction about having seen it all before is true - this is a typical "collect and search" arcade adventure of a style that dates back to the mid 80s - but perhaps that's why it's so much fun. It's simple, unpretentious and bags of fun to play. It's no pushover either, even though the cutesy style and easy first level might make you think otherwise. Don't be put off by the average graphics or the fact it's not a big-name game - Arabian Nights is some of the best fun you'll have with your Amiga all year.

GARY WHITTA

AMIGA

PROS: Well presented with oodles of options and excellent controls.

CONS: Disk access sometimes gets a bit laborious.

GRAPHICS	Nothing much to shout about here, but everything is clearly defined and there's a pretty intro animation.	78%
SOUND	A jolly selection of arabian-style tunes or, if you prefer, sound effects.	79%
GAMEPLAY	It looks easy at first, but trust us - this is as tough a game as you'll find anywhere. Laff-a-minute antics.	88%
VALUE	It's an above average game for a below average price. You'll get weeks of fun out of this baby.	86%

HIT

87

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REVIEW — MEGADRIVE — by MINDSCAPE — £35-40

OUT: On import. Contact Console Plus (0532 500445).

CAPTAIN PLANET AND THE PLANETEERS

The idea of an ecologically sound cartoon series can't be bad, but what happens when a leading software house buys the license? Could we have another Ecco on our hands?

Unfortunately, not. The problem with the cartoon series is that it's, well, crap. Not the best basis for a computer game. I remember the Amiga adaptation with some loathing. Thankfully, the Megadrive game is fairly far removed, but not far enough. In a nutshell, the four Planeteers have been kidnapped and locked away in some particularly dangerous environments, and it's down to you to get them all together so that they can meld together and become the one and only Captain Planet, ozone friendly and safe for three year olds to play with without choking.

Each of the four games, which can be played in any order, work along the same lines – side-view platform games, set out in a slightly maze-like environment. You are given your aim at the start of each game, and following completion of set tasks you have to face a bad guy. Only you usually don't have enough 'ammunition' to defeat him. Here's the real bone – you start the game with little energy and you can't get any more. Why? It's so that you are dissuaded from destroying living things. Unfortunately, the living things have no qualms at all about destroying you, so before long you find yourself leaping all over the place just trying not to get hit by anything on screen. An action game with a complete lack of action and strategy elements that are far too simple to grip. Destroy in an ecologically sound way, please.

From your base on Hope Island, you can select which of the four players to control.

Who would have thought that a superhero would spend so much time crawling around in the sewers?

The Uranium Mine. Knock out the six machines and then take on the bad guy!

GRAPHICS	SOUND	GAMEPLAY	
41	64	39	30

STRATEGY	SKILL	ACTION	REFLEXES
2	4	2	5

27

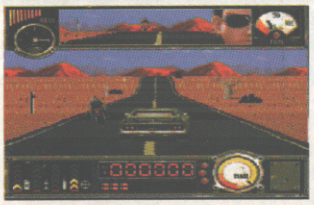
REVIEW — SNES — by MINDSCAPE — £44.99

THANKS to Shekana Consoles (081 340 8565) for the review cartridge.

A classic old Mindscape game finally makes its way onto the SNES. Can you survive in the nuclear wastes of the Australian outback?

Mad Max here we come! Honestly, it's games like this one that give people the wrong impression of the outback. Isn't it supposed to be full of kangaroos and red rocks or something? In this game the world has gone mad and had a full nuclear strike, leaving the land a barren and dry place. Luckily, some boffin or other has come up with a secret formula for creating synthetic water. Unfortunately, the formula has fallen into the hands of an evil Australian tycoon who wants to rule the world, and you must travel through the scorched wastes and get it back, against all odds. As a result, you spend most of the game driving along narrow roads being overtaken by bikers armed with Molotov cocktails. There're even helicopters and armed trucks out for your blood too, so keep your wits about you. For the most part, though, the big problems are posed by the persistent bikers.

Luckily, you have many ways to dispose of them. The first, and easiest, is to just gun them down. If that's not violent enough for you, you could run them over, or pull over to the side of the road and blow them away with a sawn-off shotgun! The rest of the game, is a standard left-to-right walking through a town shooting people sub-game, with the aim of gaining fuel and other important supplies. It's all basic stuff, and none too inspiring at that.



The driving section is, for the most part, slow and repetitive. Nice still graphics, though.

You can occasionally leave your car and have a quick fist fight, should you so desire.

GRAPHICS	SOUND	GAMEPLAY	
68	72	57	69

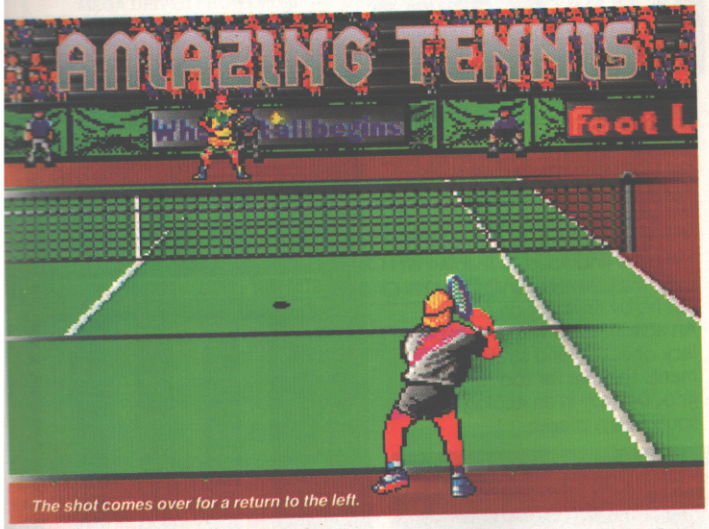
STRATEGY	SKILL	ACTION	REFLEXES
5	6	7	6

66

REVIEW

MEGADRIVE ▶ by ABSOLUTE ENT. ▶ £35-45

OUT: On import. Thanks to Console Plus (0532 500445) for the cartridge.



The shot comes over for a return to the left.

Does the Megadrive need another tennis simulator? You bet it does, and if it's one as good as this one, you'll wonder how you ever got by without it!

Sports simulations on computer generally have to make some concessions with accuracy to keep them playable. Amazing Tennis goes the other way, making it as realistic as possible yet still being amazingly playable, hence the title. Designed by David Crane – he of 'Little Computer People' for those of us with long memories – no rule has been missed and no expense spared to bring you the ultimate tennis game.

It works in more or less the same way as most tennis games. The court is viewed from one end, and players change ends every two games. One unusual aspect about the viewpoint is that the near end of the court is about two-and-a-half screens wide, and the screen scrolls to follow the ball. The only problem here is that in scrolling after the ball, your player can get left off-screen. But that just adds to the action.

There are plenty of options in the game to keep you entertained. Firstly, you can select between three different court surfaces – hard, grass and clay, all of which affect the speed and bounce of the ball. Then you can choose whether to play left or right handed, play a single match or as part of a tournament and finally choose your opponent from a list of fifteen ranging from a 22 seed to a 502 seed. Then it's off into the match itself, and you'll be pleased to learn that it's one of the most playable ever. The collision detection on the bat is perfect, and in no time at all you'll be able to time your swings instinctively. The Megadrive has been starved of tennis sims, and this one's worth a look.

REVIEW

SNES ▶ by IMAGINEER ▶ £44.99

OUT: On import. Thanks to Console Plus (0532 500445) for the cartridge.

WORLD CLASS RUGBY

Doesn't Will Carling look cute?

Has there ever been a really good Rugby game? It just so happens, that this is the SNES conversion of one of the best released for the Amiga!

It's a bit of a strange game, Rugby. First of all, it was invented by a guy who didn't know how to play football properly. Secondly, most people don't have a clue about the rules. As far as I can make out, a large bunch of men who don't wash their knees huddle together in the middle of a muddy field, and then chase each other from end to end carrying a large lemon, and then all dash off to the shower for a good hot rub down. Imagineer's game, while not featuring the rub down, has everything else you want. Full seasons and tournaments, as many human players as you can fit in your bedroom and the option to completely redesign your kit to fit this summer's fashion.

The Amiga version played from a top-down view – a system that worked well. You had the option of playing with a forced perspective view, but it always hindered the playability for me. On SNES, though, the whole thing is played out in Mode 7.

As a Rugby game it works fine, but the colours used in the pitch are terrible. They stand out above the sprites, making some of the action look muddled and more often than not leave you wondering exactly where the ball is. If it wasn't for that, this could have been a great game. As it is, it's just average.

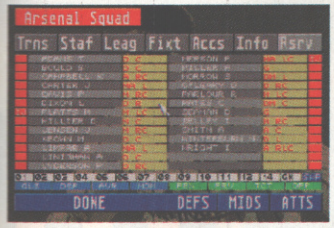
REVIEW

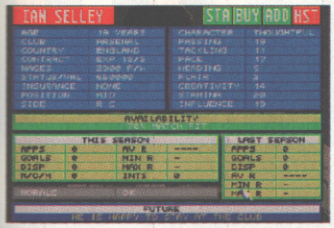
AMIGA ▶ by DOMARK ▶ £25.99

OUT: Now. Contact Domark (081 780 2222) for information.

Domark returns once more with its ever popular Championship Manager. But with games like Goal! selling nineteen to the dozen, are managerial games being left behind?

CHAMPIONSHIP MANAGER 93

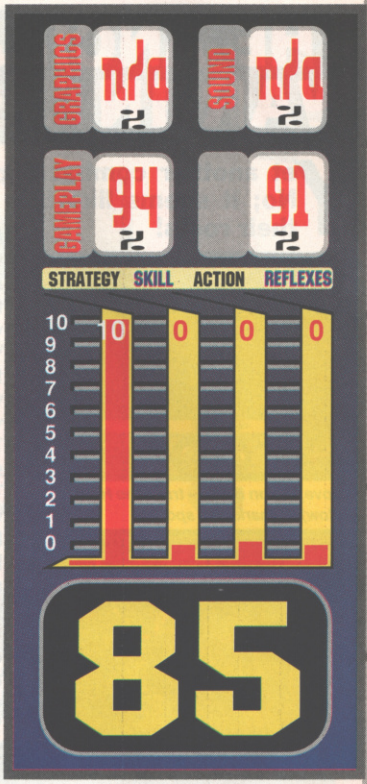




The first time I ever saw this game, it was very slow indeed. The reason being that it was originally written in BASIC over a period of seven years – not seven man years, but seven long years. By the time Domark had taken its original and paid Inteltek to recode it in machine language, there were a lot of managerial titles on the market, leaving very little room for improvement. The basic stumbling block is that, although there are so many things a manager can do – arrange training, buy and sell players, juggle the books, arrange matches and so on, most management games have covered all the aspects, so any new title is going to be very hard pressed to come up with something fresh. This game has nothing new whatsoever, but what it does have are statistics. Lots of them, from the age and ability of the player right down to the size of their feet and the age of their underpants.

At first glance, it looks dull. The only visuals are the the digitised backdrops, and the extensive use of boxed menus isn't exactly thrilling on the eyes. But the secret to this game isn't in the looks, it's in the strategies, and with so many option to play with, you can bet there are loads of strategies to toy with. The nice thing about this game is that your choices affect the outcome in a realistic way, giving you far more control than most games of this type. In short, this is a very addictive managerial game, and I have little doubt that fans of the genre will die for it.

Top: Your squad. Now what are you going to do with a bunch like this?
Middle: Each player is heavily profiled, all 2000 of them – that's a lot of statistics!
Bottom: At the beginning of the season, your job's safe – but your fortunes can change!



REVIEW

AMIGA ▶ by CODEMASTERS ▶ £19.99

OUT: Now. Contact Codemasters for more information.

Every Amiga owner knows that Desert Strike is out for their machine, and every Amiga owner wants it. Could that be why Codemasters has seen fit to release this semi-budget price title?

FIREHAWK

Take a war-torn battlefield, probably somewhere in the Gulf. Add some hostages, stir in some gun emplacements and add a helicopter and a pilot with a rescue mission. And Presto! It's Firehawk, and it's fairly awful.

In a game of two parts, you have to sweep in low over the 360 degree scrolling terrain, taking out anything that moves on your way to locating the hostage. The levels are quite small and the hostages quite large, so they're easy to find. Once you hover over him the second game will begin.

It's viewed from behind with your rope dangling from your undercarriage while the hostage, obviously blinded in battle, happily runs around avoiding the rope. Planes attack you as you hover there, and all you can do is hang in the air and wait, firing your two guns in much the same way as Skeet Shooting in Hypersports (joystick left fires the left gun, joystick right the right and the crosshairs aim themselves).

An awful game, and one that will only sell in the wake of Desert Strike. To anyone thinking of buying this, forget it and get the real one.

When you rescue a hostage, you move into this 'duck shoot' style game.

The map-view scrolling is smooth, but a little too fast to be playable. Thank heavens for the scrolling sight, though!

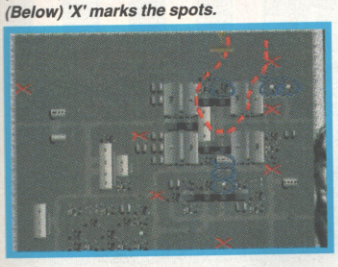
REVIEW

AMIGA ▶ by MICROPROSE ▶ £34.99

OUT: Now. Contact Microprose (0666 504326) for information.

THE ANCIENT ART OF WAR IN THE SKIES

Yet another combat flight sim from Microprose? No; it seems like this one could be a return to their roots!



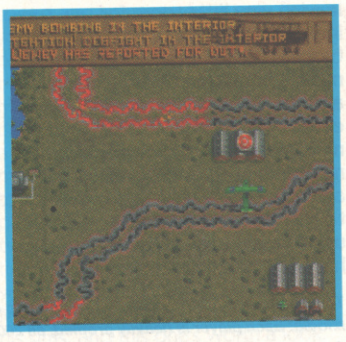
(Above) Go on Binky – trash the Hun!
(Below) 'X' marks the spots.

Microprose has a very healthy reputation for creating first class combat and strategy titles, particularly in the flight simulator mould. Things weren't always like this, though. Way back when, the best that the fledgling company could come up with were some very basic looking wargames. But that was years ago. They've progressed a long way since then, haven't they?

That isn't something this game would have you believe. Take a fairly simplistic strategy title, where the largest decisions you'll be called upon to make are to match your pilots to the strengths of the attacking ones, and mix in a couple of arcade sequences that seem to be a cross between the old Combat cartridge supplied with the Atari 2600 and River Raid, and you've got the whole thing. Or have you?

There are quite a few things I'm not mentioning here, such as the sloppy presentation of the whole package. Running off a 2MB A1200, the game makes no use of the extra memory and so every single menu has to be loaded from disk, more often than not the one that isn't in the drive.

I have a very large collection of Microprose titles and this one is definitely staying out of it. It falls between so many stools, it's embarrassing. There's nowhere near enough arcade action to call it an arcade game, there's no simulation at all and the strategy segment is pathetic! What a shame.



GRAPHICS 57 %
SOUND 62 %
GAMEPLAY 62 %
51 %

STRATEGY	SKILL	ACTION	REFLEXES
2	5	3	3

44

REVIEW

SNES ▶ by KANEKO ▶ £49.99

OUT: On import. Thanks to Console Plus (0532 500445) for the cartridge.

POWER MOVES

Young Joe thought he was dead 'ard. He'd run around terrorising the local village shopkeeper, press the button every time he walked past the Zebra crossing and shouted rude things down the phone at the operator. But then he heard about all the hard men all over the world that were getting up to unspeakably nasty things (which mainly consisted of exposing themselves in moving cars to unsuspecting passers by then kicking them in). Joe wanted to be in on the action – action which will take him all over the globe, putting him up against some of the hardest blokes ever; we hope he's up to it.

Well, I don't know about you, but I'm getting well fed up with companies thinking they can put out a Streetfighter II clone, sit back and watch it sell bucketloads. Power Moves is one of the lower quality efforts; the graphics are boring and non-detailed – even the backdrops are almost entirely plain. I mean, if one of these SFII-

The most popular of genre (even if it is getting bloody tedious) at the moment is of course the one-on-one Streetfighter II-style beat 'em up. There have been more of these than there have comebacks by Status Quo. Is this one any good? Read on, why not.

a-likes is going to get anywhere, it's going to have to be exceptionally good, and this just isn't. You begin against an easy opponent and work your way up the ladder against progressively harder fighters. The fairly unique thing about Power Moves is that you can choose which characters you fight, and in which order, although you can't play the final boss first, funnily enough! The two player vs mode provides no more entertainment than the main game which in turn provides as much fun as having your toenails extracted with a pair

(Top) Try to get him when he's standing!
(Middle) A swift right from the Blue Man.
(Bottom) The bony T-Rex is unimpressed...

of pliers! I'm sorry, but there is nothing to drag this game from the bottom of the deepest barrel in the gaming world. Maybe if it had a hint of originality I could be a little nicer, but it doesn't, so I won't. Please don't try again.

GRAPHICS 57 %
SOUND 52 %
GAMEPLAY 48 %
50 %

STRATEGY	SKILL	ACTION	REFLEXES
4	5	6	6

49

100 GAMES CONTROLLERS!!

GET A GRIP ON YOUR GAMES!

POWERPLAY HAVE GOT 100 TOP QUALITY JOYPADS AND JOYSTICKS TO GIVE AWAY!

Have you ever got halfway into a game and then got completely stuck on just one stage that is trickier than the devil? Well, thanks to Power Play, you might just be able to get through those sticky patches and get further into your top games. Each of the joysticks in their Competition Pro range come complete with a host of nifty features that'll turn anyone into a game-bustin' wonder and we've got 35 of each of 'em to quite literally GIVE AWAY in this easy to enter compo!

THE TURBO CRUISER

It's the very latest Turbo Cruiser joystick with soft feel handle, autofire and adjustable tension control. Worth £13.99, we've got 35 of these game bustin' beauties up for grabs. But you've gotta be in it to win it!

WORTH £13.99

COMPETITION PRO SERIES II

If you've got a SNES then the Competition Pro could well be the joypad you've been waiting for! It's got more built-in features than Jimmy Saville's stupid big chair but is far more useful than either the armchair or its occupant!

WORTH £14.99

COMPETITION PRO CONTROLLER

Sega fans ahoy! The Megadrive pad from Power Play is just what you need for gameplaying joy!

WORTH £16.99

So what do you have to do to get your hands on one of these little beauties? Well, it's simple. All you have to do is answer the simple questions on the coupon on this page and send your finished entry off to: I WANT TO BE A POWER PLAYER, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU to arrive here no later than the 15th of July.

Q. What are the prices of the following?

- **The Turbo Cruiser £_____**
- **The Competition Pro Series II for Megadrive £_____**
- **The Competition Pro SNES controller £_____**

Name: _____

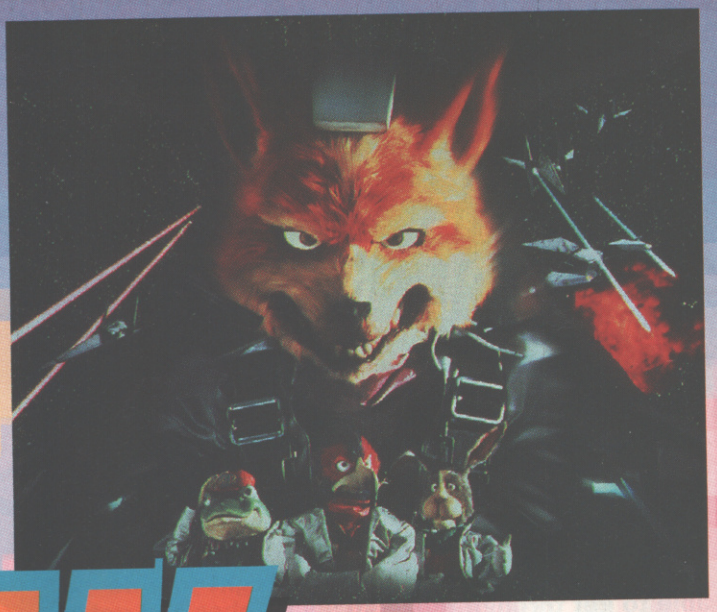
Address: _____

_____

Machine: _____

Age: _____

Here at CVG, we've been playing Starwing for ages and have managed to come up with this huge player's guide for it. It's so big we've had to split into two parts. So, if you want to know how to beat Andross and his cronies, get reading...

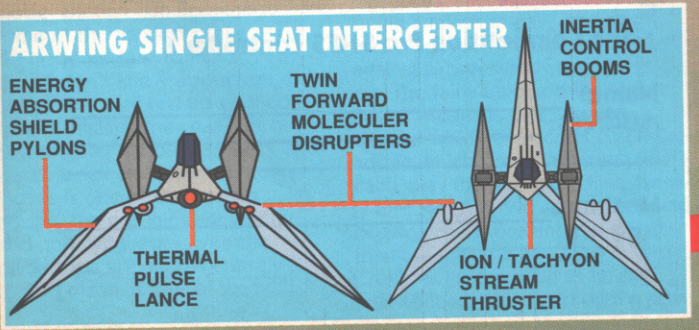


STARWING

THE Complete guide. PART 1

Everyone's been well and truly bowled over by the excellence that is Starwing, and why not? After all, the Super FX chip is the most important advancement in SNES games since the joypad. But what good's a great game if you've got all the flight skills of an Emu? Not to worry, because once again CVG has obliged. We decided to send Paul Anglin into the stars in the hope that some other-world life form might make more sense of him than we can, and he ended up coming back with the most definitive guide to Starwing you ever did see.

ARWING SINGLE SEAT INTERCEPTER



FOX McCLOUD

Fox is the leader of the team, he has nerves of steel and never gets hasty with his trigger finger. He wants to see the entire Venom Empire wiped out and will not stop before he does so.

Peppy is the oldest of the bunch (a bit like Garth really), but the advantage of his years is that he has a lot more combat experience then any of the other flyboys.

SLIPPY

Slippy, your wing-man seems to have 'shoot me' painted on the outside of his ship! You're forever having to rescue him; mind you, he backs you up pretty well.

Falco: Falco is a bit of an enigma. His superb skills are matched only by those of his team leader. There's no pleasing Falco; take out a bogey on his tail and he'll whinge.

PEPPY

FALCO

A LITTLE HELP TO GET YOU STARTED

Before we get into the main guide we thought we'd just give you the benefit of all our misspent evenings playing Starwing and give you a helpful little hint to get you started:

GARTH: When you're playing Starwing, don't forget to grip the Super Nintendo joypad firmly and have your fingers poised over the various buttons, so you can depress the required buttons when necessary.

RAND: Starwing? Eh? Well, errm...it's umm...great innit? Who's round is it, anyway?

GARY: If you're in trouble, don't hesitate to use your Nova Bombs. There are always plenty of spares lying around for you to top up your arsenal.

STEVE: It's a lot easier to fly a lot of the levels using the viewpoint from inside the cockpit, but don't try and take on the end-of-level baddies like this, 'cos you don't get a good enough view of the proceedings.

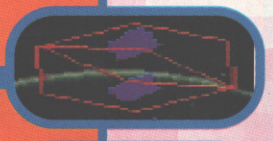
PAUL: If you're not very good and keep getting hit, try this simple cheat: to avoid enemy fire, roll your fighter over by pressing the R or L button twice, and the lasers will just bounce off your ship; good, eh?

JON: A tip for Starwing eh? Well, if you glue a crayon to each corner of the cart it makes a nice little food table for your pet Chinchilla.

JULIE: Give me a break, I've only just got here, do you really think I've had time enough to play this Starbox, or whatever it's called?

ONE MAN'S LOSS IS ANOTHER'S GAIN

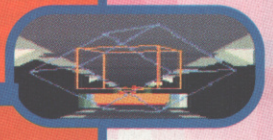
There aren't many pick-ups available in Starwing, but here they are anyway.



BLASTER
This will power up your fighter's gun. See box on weapons for more info.

EXTRA LIFE
This will allow you to crash your craft just once more.

EXTRA WING
If you're not very good, you might find that you end up losing a wing; pick this up for a new one.



SHIELD
This will protect your ship from all hits for about twenty seconds.

NOVA BOMB
This will add one mega-hard Nova bomb to your collection These are incredibly handy so keep an eye out for them.

USELESS BUT INTERESTING CHEAT

This guide is full of really useful hints and tips, so here's a completely useless one: When you reach the continue screen and you see your craft revolving on the screen, plug in controller two and press Y and B to change your ship into any sprite featured in the game. Good, eh? No? Well okay, how about this then? You can even zoom in or our of the image by using the R and L buttons on the first joypad. There, told you it was completely useless.

DEATH DEALIN' DEVICES OF DOOM

You'll need some state of the art weaponry to take on the Venom Empire; here are all the different ways to equip your fighter:

SINGLE LASERS
This is the weapon that comes as standard with your Starwing fighter, and...it's not really very good! It'll do until you get a power-up, but it doesn't have much of a range.

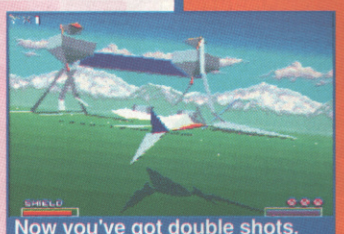
TWIN BLASTER
Hurrah! The Twin Blasters have a much longer range than the standard laser, and they're a damn sight more powerful to boot. But you've got to find them first.

FIREBALLS
Now THIS is how to kick Andross' ass. Very powerful, very accurate, very long range, very hard to find – gumph!

STAGE 1 CORNERIA

Here we go – this is the second half of this first stage.

Don't forget; an extra bomb can be found to the right of the buildings.


Now you've got double shots. Take out the walker from a distance.

To pick up the goodies you'll have to fly between two towers!

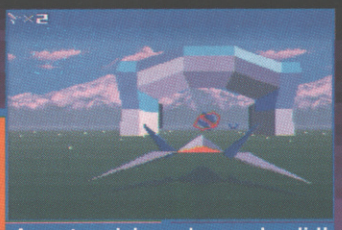
Avoid the huge robots – they tend to drop stuff on your head!

Here comes the first momma! Position yourself low in the centre.

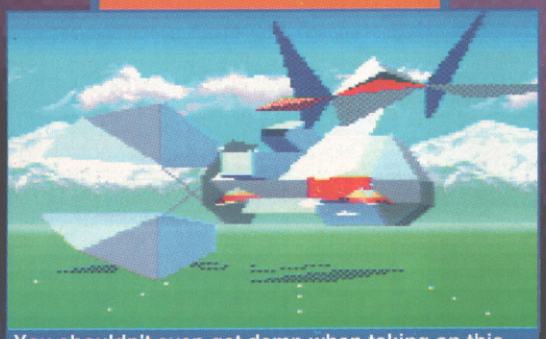
Shoot everything in sight as some baddies throw up extra rings.

Now take out the right launch pad and left blocks. Hurrah!

Now you've got some backup there's no excuse for running!



An extra pick-up, how splendid! All you've got to do is get it!



You shouldn't even get damp when taking on this boy! Keep to the right and blast the cargo bay, then move left and take out the illuminated triangles on the blocks. It's dead easy, so what are you doing?!

STAGE 2 ASTEROID BELT

The main menu. It's time to choose the path you want to follow in the game. Some are easier than others at the beginning, but they work out about even in the end. Spot the spaces for secret levels!

Space, the final frontier! Well, it's not actually!

The first thing that you come across in this level are three ships attacking from the right hand side. Next are the spinning top ships that come at you from the bottom of the screen; these are guiding the space caterpillar that comes in from the bottom left. To disperse the caterpillar you have to shoot its head and the rest of its body will fly all over the screen. Now it's into the asteroid field – remember that you can only destroy the orange asteroids. The next big things that you have to take out are the hourglass ships – these appear four at a time. If you shoot the entire group, a yellow ring will appear. You will then fly into a thicker belt of asteroids. The next baddy you see will be a hopper from the first level. If you're careful, you can fly right underneath him and grab the Nova Bomb without getting hit. Next will be the asteroid serpents; these are easily dispatched with just one shot. Next are the spinning chains of asteroids and the entrance to the secret level (see fax box on secret levels for more info). After the spinning columns of asteroids, you will be facing spinning balls that literally spit fireballs at you; the earlier you shoot these the better 'cos they are a right pain. The next thing to watch out for is the area full of orange fireball launchers. This can be a bit tricky. Next you will see the ship that is formed solely of three triangles – these are really annoying so you're best advised to take them out straight away; they need three direct hits before they die.

Negotiating the asteroid belt is easier than it looks!

Don't let the big boys get too close to you.

One side down, one to go! Watch out for the final ram!

The yellow arrow marks one of the weak spots ...

ROCK CRUSHER

The Rock Crusher is another pretty simple end-level guardian. The weak spots on the Rock Crusher are the four pods which look like lights. When the guard comes off these let rip with your cannon. When you have destroyed all the pods the main body of the ship will break off and fly towards you, to avoid it just fly to one side. You will notice that there is one pod in the centre of the ship; concentrate all your fire on this and it will blow in no time.

The Rock Crusher on its last legs; hit it where shown and its goodnight Vienna!

SSH, IT'S A SECRET

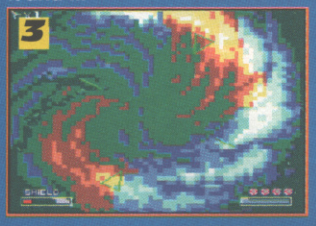
Okay, so everybody knows Starwing features some pretty amazing secret levels, but how many? Where are they? How do you get there? And who exactly bought that crap Bluebells song that got to number one?

BLACK HOLE

This is by far the simpler of the two to find. The black hole is located on the Asteroid belt stage of level 1. You will notice that there are columns of spinning rocks that fly towards you.

Wait till they get really close and then blast them! Do this with all three sets and...

... this will appear. Crash into it and ...

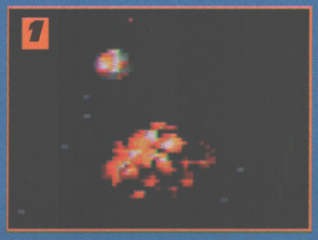


... this will happen! Blimey!

All of the asteroids will be grey except the middle one – this will be orange. Shoot the orange asteroid and the column will break up, then do the same to the next column. When the third column comes along don't shoot it and you will see an asteroid with a smiling face. Crash into this and you'll be in the black hole. Inside the black hole are all sorts of things: wrecked ships, loads of bonuses and, legend has it, this is where your father was last seen. You will notice that there are loads of scaffolds and secret doors that you can fly through in the black hole. All of these conceal goodies galore, so use as many as you can. When you're ready to exit the level, you will find that you will come out at Sector Y on difficulty level 2 – handy, eh?

OUT OF THIS DIMENSION

This is the closest Mr McCloud will ever get to going to Vegas. To get there you have to make it to the Asteroids level on Difficulty level 3.



Blast the asteroid and the egg will appear. Shoot the egg and the bird will appear.

Fly into the head of said bird.

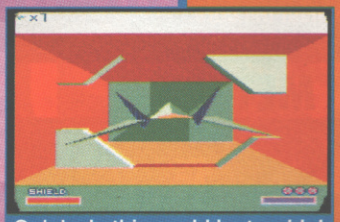
Shoot the arm of the one-armed bandit to play!

You will see two indestructible asteroids come on the screen, one after another. Ignore the first one, but pump all the plasma you've got into the second. Eventually a huge Eagle will appear and you have to fly straight into its head. Don't hang around after the bird appears because it can move very fast. Once inside the secret level, shoot the paper planes until you reach the one-armed bandit. To play the machine, shoot the handle. If you get three sevens, you'll finish the stage and you even get to see the end of game sequences.

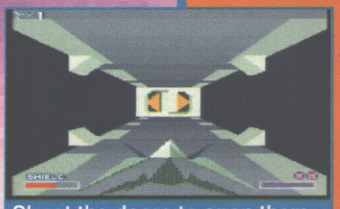
STAGE 3 SPACE ARMADA

The first thing you'll come across is a rather large cross-shaped craft – if you destroy this it will release a blaster power-up. Then three homing ships will appear. Don't worry about these guys, they're real pussies and will fall easily. The next thing you see will be the armada itself! You can take out the main ships by blasting away at the central tower. Soon you will see three spikes hanging in mid-air. Shoot one of them to make them rotate, then shoot each one individually and a ship will appear in the centre – shoot this for an extra life. Just before you get to the freighter a group of ships will fire what appear to be glowing Polo mints at you! These are actually very dangerous and need to be shot very quickly. When you approach the freighter, make sure you do not stray from your course otherwise the attack will be aborted and you'll have to go round again.

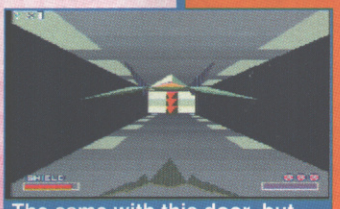
Keep shooting this tower to blow up the freighter.



Ooh 'eck, this could be trouble!



Shoot the doors to open them.



The same with this door, but watch which way those orange arrows are pointing.

No, no, don't go in there! There's baddies in there! Nooo!

FREIGHTER 1

Inside the freighter is very much like the trench in the Death Star. First of all there will be a ground beam, then a high one. Then there's a doorway for which you must tilt sideways to avoid. Next you must stay low to pass under the archway that pops up and grab the shield after it. Pass under the next arch and and shoot the grey and yellow portal to enter the final section. As soon as you see the core hit your brakes and keep firing at the centre of it to blow it up. If you don't think you're going to make it simply use a Nova Bomb. Then hit your retros and fly out just as it blows. Just like in Return Of The Jedi.

FREIGHTER 2

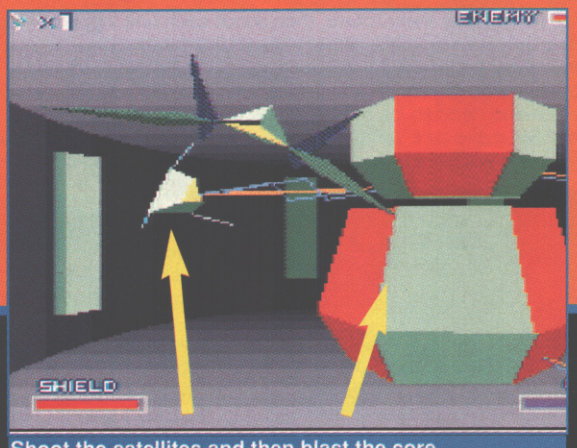
The first problem you will have to deal with is a door with two arrows on it. The arrows show you which way the door will open. Next are a series of high and low beams, and then a yellow and black beam which moves up and down – you'll have to use your brakes to get under this one. After this there'll be a Nova Bomb pick-up. Then there are a series of doors which you must shoot to open and then it's onto a corridor full of hoppers

FREIGHTER 3

The first thing you'll see is a door with a moving arrow on it. Shoot the doors to open them and avoid the electrified beams in the tunnel. Be careful – the doors open in the direction which the arrows on them point when you shoot them. Then it's onto the corridors full of baddies – most of these release loads of goodies so blast them. Then there's a load of sideways opening doors, and after that you will find that your ship will automatically fly to the end of the corridor and onto the Atomic Core.

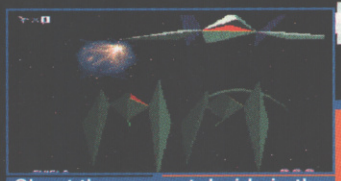
ATOMIC CORE

As you enter the Atomic Base you will see rotating pods in the air. After a few seconds they will become electrified. You will have to take these out first. One is situated on the floor so be ready to avoid it. Now and then the direction of the core will change so get ready for that. Once you have taken out the guard drones the core will be exposed. Blast away at the core whilst dodging its fireballs and victory will be yours.



Shoot the satellites and then blast the core.

STAGE 4 METEOR



Shoot these scout droids in the legs to topple 'em.

There's the Blaster power up; the Nova bomb appears two towers before it to the left.

Destroy all those ground tanks and collect a yellow power ring.

Now things get a bit tricky. The first thing you'll see are two huge scout droids that will come up from behind you; although they're pretty large they only take a couple of hits to destroy. Next you'll have to shoot the big battle tanks – these fire off loads of fire-bombs so it's wise to take them out fast. Then it's maze time. There is a huge maze of pillars and in there somewhere is a Nova Bomb and a blaster power-up (see pics for the exact location). You can just fly over the top of all the towers if you like, but that's a bit of a cop-out. Straight after the towers you will enter a corridor of rocks; stay low and to the right so you can take out the scout droid that appears. When you come out of this passageway, it's open house. There are battle tanks and scout droids everywhere, so have your trigger finger poised. Continue on until you reach the building on your left with four tanks emerging from it, one of your team will have joined you to help you take these out. Shoot the last tank for an energy power-up, then fly onto the next building and shoot the red door to enter it. This will give you a full energy refill. Your next problem comes in the form of a kind of flat battle tank. To take these out you will have to hit your brakes and shoot them. You have to kill these 'cos they really don't give up. Before you see the next one of these you will spot two red hangers – shoot the first one of these to release a Nova Bomb, then it's onto Mr Insector!

Blow away all Insector's legs and then concentrate on the main body.

DANCING INSECTOR

This bloke is a bit of a git! First of all you have to blow off all its legs one by one. Just keep blasting at its legs as it runs all over the ground. Nova Bombs come in very handy here. Occasionally it will spin on the floor; when it does, beware because it will rise up and its flailing arms can often catch you, and they do real damage. When he starts to use his fire weapon, don't worry too much, it looks a lot worse than it is. It moves pretty slowly so just watch carefully and move out of the way. When you have destroyed all Insector's legs, the main part of the ship will just fly around the screen – blast away at this. And before you know it, it's dead!

STAGE 5 ABOVE VENOM

Ooh, a toughie. The most important thing to remember is to watch out for the homing missiles that are fired from the ground. There's very little real advice I can give you for this level, everything moves so fast that you've just got to shoot 'em as soon as you see 'em. One thing worth mentioning is that at the beginning of the level there is a ring of triangular rocks; don't shoot any of them, fly through the middle and you will get two Nova Bombs.

Fly through the ring for two Nova bombs.

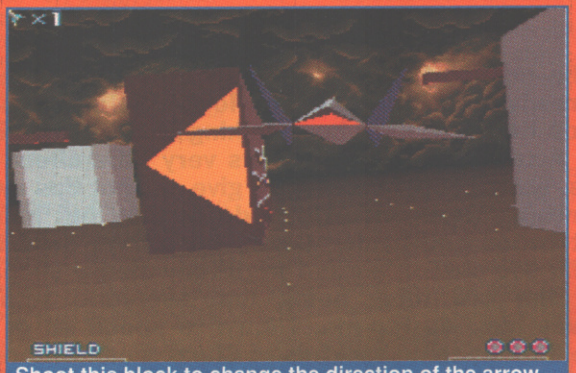
PHANTRON

Now this guy is punishment. If he hits you with one of his ships that he fires off, it's instant death! First of all the Phantron will move left then right while firing missiles. Keep shooting the side of his ship as this is his weak spot. Shoot the missiles as soon as he fire them. Shoot the head and it will split in three. Then just shoot all of them and it's over, boyeee!

Shoot the Phantron in the side and then blast at the three heads.

STAGE 6 VENOM SURFACE

The first things you'll face on the planet surface are pylons moving in from the left. These are pretty simple to fly between. After this you will find the first rectangular gate that pivots in the direction of the arrow – either fly to the opposite side of the arrow or shoot it to change the direction. Then you will have to fly through a group of steel girder-type shapes; this is extremely hard and it's easier to fly underneath them. After this, you'll be up against some bird ships, these are pretty easy so don't worry too much. Then you've got more of those horrible pivoting blocks. If you pass the second one on the right hand side you'll gain an extra Nova Bomb. Next there's even more pylons sliding in from both sides of the screen. Luckily



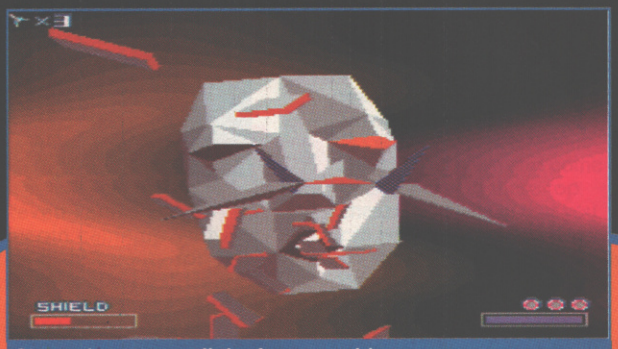
Shoot this block to change the direction of the arrow and thus the direction which the block moves in.

though, if you stay at ground level none of them will hit you. Then there's a quiet spell where it's just bird ships and the odd ground emplacement, then there's some red pylons. These will actually somersault over you to land in your path! If you fly sideways (using the R or L buttons) you'll be able to make it through. Stay in the sideways position to manoeuvre through the poles that fall from above. Then enter the box minefield. These will fall on your ship as you pass underneath them so it's best to just stay high. If you want to collect the Nova Bomb and blaster power-ups you'll have to drop down at the last minute for them and use your retros to escape. Then there's another pivot block and a few more of those damned pylons, but then, it's the Phantron for the second time.

VENOM SUPER-PHANTRON

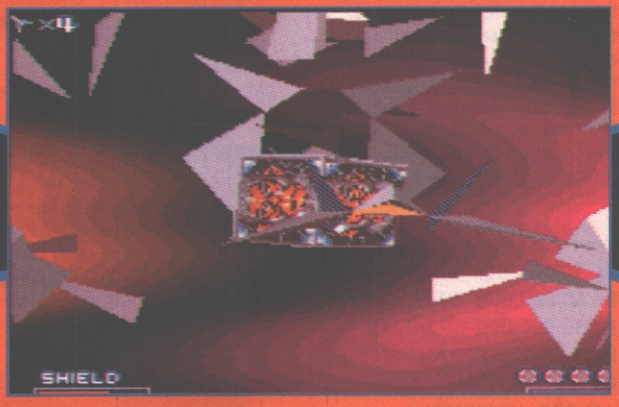
Keep shooting the head until it splits in three. Waste the middle head to kill the first version. When it transforms into the walker, shoot the weak spot in the centre of its head. It will launch fireballs and missiles at you so watch out. Be careful with your Nova Bombs 'cos it avoids them very well. It also creates a mirage of itself so only attack the one that fires at you. His last method of attack is to try and jump on your ship! To avoid it, hit the brakes and turn away. Just before he buys it, the Phantron will throw body segments at you, so watch yourself.

STAGE 7 ANDROSS APPROACH



Shoot the eyes until the face crumbles.

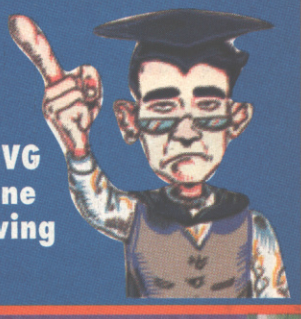
This one's pretty similar to the Armada level. As you're flying through the tunnels you will notice that the beams that are fired always follow the same pattern, so once you've learned the pattern they're easy to dodge. The grey blocks at the side turn into sliding walls. When these move there's only enough room for you to get past by flying on your side. So whichever wall the block is on, get to the opposite wall fast! When you reach the end of the tunnel you will be automatically transported to Andross himself.



ANDROSS

The first things to attack are the eyes. The bits of rock that fly towards you can be shot. After a few seconds the eyes will close and Andross will open his mouth and try to suck you in. Pull back and right on the pad to avoid this. When Andross spits out all the debris, get ready to move. Then it's back to those eyes. Eventually both eyes will blow up and the face will crack and Andross will be revealed. You HAVE to be quick on the next bit. If you don't destroy the cube quickly it will change back to the face and you'll have to start again, so just fire everything you've got at him, this is why you have to do the face without using any Nova Bombs. When he's dead, hurrah! You've completed level 1!

If you thought that was tough, come back next month and we'll show you how to crack levels 2 and 3 as only CVG can. Miss it, and everyone will laugh at your Starwing sadness. *See ya!*



CHEAT MODE

The summer's definitely here now and we're all ready for a bit of summer lovin'. So all the boys on the team have been talking about girls, girls, girls! Actually, Steve Keen says very little about the ladies, probably not wanting to give any hot tips away. Meanwhile, Rand and Whitta do nothing but babble about babes and as for Garth, he always says that he's far too old for 'all that frightfully messy shenanigans' the sad thing being that everyone actually believes him. As for me, I have to spend all of my spare time opening sackfuls of Cheat Mode letters so I won't get a snog this summer. But that doesn't bother me, I just want to receive all your stuff which should be sent to: IF THE ENGLAND SQUAD CAN PLAY FOR ENGLAND SO CAN I CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Until next time, see y'all...

MEGA CD

TIME GAL

Hurrah for overseas CVG cheats! One of the latest Mega-CD games has been completely and totally cracked by none other than jolly Hollander Arm Pimmerman from the Netherlands (I think that's what it says but unfortunately I can't read his handwriting).

Year Password
BC 70,000,000 DODZILLA
BC 65,000,000 DINOSAUR
BC 30,000,000 STONEAGE
BC 1,600 ELEPHANT
BC 77 OSIRITYA
AD 500 HARDWORK
AD 660 DEATHOUL
AD 1,971 WORLDWAR
AD 1,991 LANDMINE
AD 1588 SOUTHERN
AD 2001 RECKLESS
AD 2010 ASTEROID
AD 3001 MURDERER
AD 3999 BRANCHER
AD 7000 STARWARS
AD 7003 THANKYOU

MEGA CD PACK GAME CHEATS

Here are two cheats for anyone who's just bought themselves a smart Mega-CD that will help them with the two main games that come with it, Solfeace and Cobra Command...

SOLFEACE

On the title screen, instead of pressing START, press A, B, C, A, B, C, B, C, B, A and when you hear a noise press START and get into the CONFIG. MODE screen. You can now select your starting level or by going to MODE and pressing right a few times you can get up to 99 lives by changing the value of MY.

COBRA COMMAND

What was Thunderstorm FX is now Cobra Command and one of the Mega CD games you are given with your pack. So here's the old cheat uncovered for you all. On the GAME START screen push the joypad in the following directions; UP, LEFT, RIGHT, RIGHT, UP. If you get it right you'll hear a noise and then when you start the game you can choose your level by pressing left and right on the pad. There's also a cheat which will allow you to enter the training mode. When you get killed, press UP, DOWN, LEFT, RIGHT and you should hear an explosion. Now on the configuration menu you should be able to select TRAINING MODE and not have to restart any levels from the beginning if you get killed.

SNES

TUF E NUFF

Richard Turnbull of Chipping Sodbury sent in the following codes which should help anyone having problems with this blockbuster beat 'em up.

Stage Two: 427 011
Stage Three: 537 071
Stage Four: 500 760
Stage Five: 401 637
Stage Six: 511 617
Stage Seven: 412 526
Stage Eight: 562 506
Final Stage: 463 455

SUPER STAR WARS

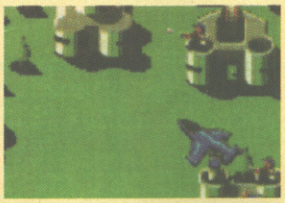
Is there any other platformer on the SNES as good as this? Julian Torton seems to think not and I can't think of many to better the game. But Jules' cheat is without doubt, the best ever. Just press the following:
A,A,A,A,X,B,B,B,B,Y,X,X,X,
X,A,Y,Y,Y,Y,B.
Once you've heard the sound of a Jawa, then the cheat is working. Now, press START you can now choose any of the three characters instead of just Luke Skywalker.
And there's more! You can now be invincible too! Hold down the A, B, Y, X, keys when you're moving left to right and presto! A couple of letters and numbers will shadow your character meaning that you're now unstoppable.

MEGADRIVE

MEGA-LO-MANIA

A list of level codes for that well-known, classic (and in my humble opinion, rather boring) game, Mega-lo-mania. It's winged its way here from sunny Malta and was sent in by someone with very shaky, joined-up and mainly unreadable writing. Luckily, whoever it was used aged four capital lettering for the codes. Thank you again, Mr. Wobbly – whoever you are.

EPOCH 2; OIGAMSJCHHF
EPOCH 3; HZOBGZMUUTP
EPOCH 4; XTZBQCIOVHZ
EPOCH 5; SJFASNDQAIX
EPOCH 6; IYEBOPWJGUP
EPOCH 7; CTQAIGPECUR
EPOCH 8; ESSCGQKYHUV
EPOCH 9; DXKCFSTIKUM
BIG BASHER BATTLE; CPFDGLLTUMA



SPLATTERHOUSE III

All of you who are into your games enough to play the latest games via imported Jap carts should go for this one, sent in by Charles Guiding from Canvey Island, someone that I didn't go to school with but I must know him from somewhere. Anyway, here're the level codes...

STAGE X; GOFMTS
STAGE 2; REISOR
STAGE 3: ETLBUD
STAGE 4; TABRAE
STAGE 5; RUANTC

AMIGA

CHAOS ENGINE

We've all got to thank Rob Stuart of Hall Rd in Hull for fishing out the following cheats which will only work in one player mode.

When starting the game, go to passwords and type in the following for some cheats that even the programmers, the Bitmap Bros, didn't know about!

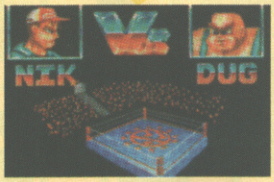
IIIIIIIIIII
This will allow you to begin the game as the Mercenary and the CPU as Gentleman and tons of money!

VVVVVVVVVVV
To start the game with you as Brigand and CPU as Mercenary.

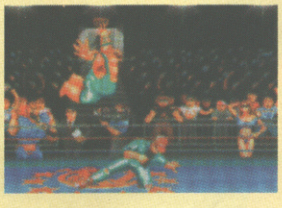
XXXXXXXXXXX
The above X's will allow you to start the game as Gentleman and CPU as Navvie

YYYYYYYYYY
Ten Y's will have you begin the game as Thug while the computer will be Gentleman.

BODY BLOWS



Steven Paulson of Lincoln came up with this little beauty for possibly the best beat 'em up on Amiga. If it's not a brilliant cheat then why not pop around to Steve Keen's house and push a steaming dog turd through his letterbox? Put your joystick into port one (the mouse port) and push it left and hold. Now plug another joystick into port two. Now push it right and hold. Continue holding both joysticks until a secret options menu comes up. You will see 1 UP NORMAL and 2 UP NORMAL but you can change this to MAX and be the fighter called MAX who's the final character of the game and as hard as nails. (He's also got oodles of unbeatable moves!)



PC ENGINE

SOLDIER BLADE

It's that Greg Thompson bloke again. On the title screen, hold up and press select. Then hold down and press select; then hold left and press select; then hold right and press select. Now just press select and a stage select screen will appear.

AEROBLASTERS

Hurrah! I don't have to write my own Engine cheats this month; thanks go to Greg Thompson from Loughborugh Leicester for that little luxury. For more credits press right, select, right, select, right, select, on the title screen. To choose the level you want to start on, hold down select and press I and II together ten times for level 2, 11 times for level 12 and so on.

PC

X-WING

We really went to town when we reviewed X-Wing in the May issue of CVG and Keith O'Conor of Garville Avenue has gone to town and come back again with these top cheats which mean that you can get past any of those oh-so-tricky missions that you may be stuck on. Here's how he does it;
* WARNING: Do not do this cheat using your original disks!

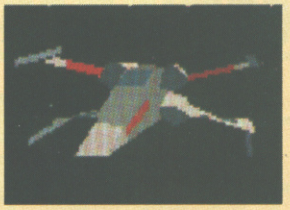
• Get into the MISSIONS subdirectory in the X-Wing folder by typing CD XWING [return] CD MISSIONS. In here are the files for the actual missions (*.XW1) and the briefings (*.BRF)
• Find the mission and briefing files for the mission that you want to skip.
• DEL <FILENAME>.* – If you are not sure what the [filename] of your mission is, you can enter TYPE followed by any of the *.BRF files. Then you can read the briefing of any mission. If the one you read matches your mission then you've got the right name.

• Rename your current mission files to DEFECT .XW1 and DEFECT.BRF then enter the following
• REN DEFECT.XW1 [Your mission name].XW1
• REN DEFECT .BRF [Your mission name].BRF

The defect files are now the files for TOUR 1, OPERATION 1. It's the easiest mission in the game.

• Now just play the game. When you've finished, rename the files back to DEFECT and then type "UNDELETE" to undelete your mission.

And if you fancy trying the Death Star Trench mission, just use the above procedure on the following files; DSTAR3.XW1 and DSTAR.BRF.



more tips than you can shake a stick at!

VVL

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MEGA CD

A CVG FEATURE ON THE FUTURE OF GAMES

MEGA CD

CDI

PC-CD

3DO

CD GAMES SYSTEMS COMPARED

WHY THEY'RE BRILLIANT!

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PLUS FABULOUS PREVIEWS + THE BEST CD GAMES REVIEWED

Hotter tha

the next generation of ga

With Sega and Nintendo already pushing the capabilities of cartridges to the limit, it's time for a new breed of machine to take over. CD technology is the next step up the evolutionary ladder of software. Here are the machines that give it to you.

WELCOME TO COMPACT DREAMS

Just what does CD mean to you? If you think that CD is ideal for putting some Kylie squeaks and mutterings on then you should quietly tear these 16 pages out of CVG now and use them to build yourself a lunatic asylum. If, as I suspect, you knew all along that the power of CD is about to be unleashed, giving us the next generation of arcade quality console games, then this is just the read for you.

We've all heard of Sega's brilliant Mega CD but that's only the tip of the iceberg! And this guide will slowly melt your brains as you read through it and discover just what's going to be happening in the near future: CD will take over as the only format worth having if you're serious about your games!

So prepare to find out just how hot CD is as we tell you what CD technology can do, what the best games are, what machines are currently available and what new machines you can expect to see in the shops over the coming months.

MEGA-CD

Sega's hype machine rolled into action in April with a series of 120 second ads promoting the launch of their new wonder machine. You simply slot your Megadrive into the top, plug in and you're away. The biggest quibble people have about the Mega-CD is its price, £270. This autumn will see the release of the Megadrive2 and Mega-CD 2, which are cut down version of the original machines with the only difference being the cases. Together these should cost around £240, which is far more bearable. The software retails at around the £40-£50 mark, which is similar to the price of cartridges. The justification for this is that the games cost a lot more to develop, so although it costs less to duplicate a CD, new games aren't going to be any cheaper.

▲ Also planned are memory cartrid… will allow you

MEGA-CD BOASTS ● Apart from giving you access to the wo… own set of hardware chips. ● A new graphics processor allows SNES-typ… ● A PCM sound chip which is based on technology used in Sega coin-ops… sound. ● Increased processing speed thanks to a second CPU ● Built-in…

▲ PC CD-ROM – Pretty it ain't.

PC CD-ROM

These come in the form of a stand alone drive which hooks up to your PC. Until recently the software has been limited to business and educational packages, although the release of the 7th Guest could herald a new generation in games software. CD-Rom drives come in two types, internal and external. The internal type are significantly cheaper, but you need to have a slot in your machine to fit them in to. They also run at different speeds, with the top of the range fast drives costing more than the older, slower models.

PC CD-ROM BOASTS ● PCs are easy to upgrade, so the system doesn't go out of date. ● Games use SVGA, which means 256 colours on screen at once. ● There are many different drives available ranging from cheap, but sluggish, to expensive and superfast.

an July

f gaming is here...

rtridg which will allow you to save loads of data.

e wo of CD technology, the Mega-CD also has its
-typ ffects such as sprite scaling and rotation.
-ops technically it can produce arcade quality
t-in ery for saved games.

THE PACK

When you pick up your Mega-CD you're all ready to go with their free starter pack of discs. Included is Cobra Command, an all-action helicopter blast with cartoon graphics and Sol Feace, the first ever Mega-CD shoot 'em up. Also included is the Arcade Classics disc, a compilation CD containing Streets Of Rage, Golden Axe, Columns and many other all-time Megadrive favourites.

▲ Cobra Command comes free with the Mega-CD

▲ CD-I is still waiting to catch on.

CD-I

Philips' entry into the CD market has taken a while to get moving. but it's set to take off like a rocket later in the year. Many new games are planned plus the MPEG-standard video cartridge, which'll give you high quality movie entertainment on a standard sized compact disc (see page 101). Cost is a major factor with this machine, as it retails for around £700, although you can now hire them from Radio Rentals.. There's no sign of a price reduction yet, so we'll just have to sit back, see what happens and hope.

CD-I BOASTS ● **Easy-to-use controller for kids.** ● **Good range of educational and reference software.** ● **Forthcoming Full Motion Video (FMV) video cartridge for better-than VHS quality film.**

THE FUTURE OF CD-I

CD-I caused a minor stir when it was launched, but its comparatively high price and small software base have so far condemned it to only a few homes. Philips are now putting more money that ever into software and development, and with the launch of the FMV cartridge we could be seeing some red hot CD-I games towards the end of this year.

THE PACK

Most drives come on their own, with just the software to make your PC talk to them. But, costing £299, a pack is now available when a drive comes with a Soundblaster card. Without this, or a similar card, you can't access the CDs' sound features, so at this price the pack looks like a winner. Before you by a PC CD-ROM drive, you must have an adequate PC set-up. This means you'll need a SVGA card, monitor, 2Mb Ram, Hard Drive and a 486 processor. Anything less and the games may not run properly, or at all for that matter.

3DO – What's all the fuss about then?

The mystery machine at the moment is the 3DO. With a list of developers including Nintendo, Sega, Electronic Arts and director Steven Spielberg all working on it, we could be in for something special. Details are scarce but what we do know is that it is 32-bit, has millions of colours and there are loads of incredible add-ons such as 3D virtual reality-type glasses. Tune in next issue for the low down on the 3DO from ace news hound Gary Whitta in his special CES show report!

WHAT'S BEST?

CDI
Compact Disc Interactive, to give it its full title, is a stand-alone machine which accepts only CDI software. It has arguably the best graphics of the current machines, although software is very limited at the moment.

MEGA-CD
Technically the weakest, although it stands head and shoulders above most normal machines. The games are getting better every month and with the release of the Mega-CD 2 in September we can expect to see a lot more software.

PC CD-ROM
While an excellent system, you really need at least £1000 worth of 486 PC to hook it up to. The results are amazing, although games software is still in its infancy. There are plenty of reference CDs available, but these are usually dead boring things such as the Guinness Book Of Records.

STOP PRESS — CDL ON ITS WAY!
With speculation already mounting on what Sega's follow-up to the Megadrive will be, the Japanese side of the company has taken the world by surprise with the launch of a completely new console — the CDL.

Using similar technology to coin-ops such as Mad Dog Mcree and Dragon's Lair, the CDL has the best graphics and sound of any home machine. The laser disc format of the games means you get movie-quality film action and digital sound. This is the first such attempt at a Laser Disc console and initial reaction in Japan seems favourable. But it could be some time before we see it here.

COMING SOON ON MEGA-CD...

Now that the Mega-CD is finally with us, we want to know all of the details of what to play on it. Here's a run down of the biggest name games on their way this summer.

ECCO THE DOLPHIN

▲ Ecco's back in action on CD. The game's due for an august release. As far as we know there haven't been any production hitches, so it's looking good.

Based around the Sega smash hit, Ecco CD will retain much of the style and gameplay of the original. On this version, though, you'll be treated to even better graphics, incredible sound and loads more levels. If Sega can do the business with this it looks as though we could be witnessing at one of the CD sensations of 1993.

INXS MAKE MY VIDEO

▲ Your host for the game offers technical production advice as well as handy, artistic tips.

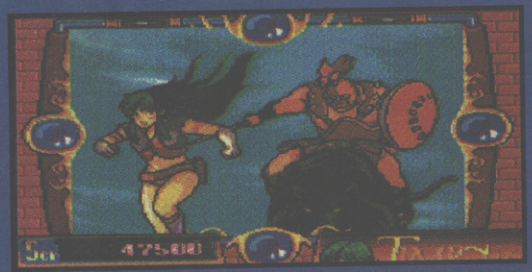
Based on a similar format to Kriss Kross Make My Video, this game stars Australian rockers INXS with you directing their videos. The game is hosted by a fast-talking video jocky and the videos can be composed from the many lengthy clips and soundtracks the game is supplied with. Kriss Kross went down very well, and looks like this will have the same reaction from INXS fans.

BATMAN RETURNS

▲ Using sprite scaling with knobs on, the driving section of Batman Returns looks really neat. All things being well this game should hit the shelves in August.

The caped crusaders first outing on CD looks likely to blow the pants of his two previous cartridge adventures. Instead of merely punching seven bells out of criminals, you actually take the wheel of the Batmobile as you steer it through the streets of Gotham in pursuit of the Penguin and his cronies. This section makes full use of the Mega-CD's sprite scaling facility to provide fantastic road-side objects.

TIME GAL



▲ Guide Time Gal through a series of zones avoiding cavemen, gladiators and world war two fighter planes.

In typical laser-disc style, this is one of those games where you have to manoeuvre a character out of harm's way. You only have to make one move at a time and the game actually tells you which one to do — so it's more a test of reflexes than a game of real skill. But what sells it are its sound effects and incredible cartoon graphics, which have to be seen to be believed.

ALSO ON THEIR WAY...

- **Dracula:** the game of the film is winging its way from Psygnosis later in the year. It will feature digitised characters from the movie.
- **Silpheed** is an absolutely awesome looking vector shoot 'em up. Again, later this year from Sega.
- **Marky Mark** Make My Video is another in the Kriss Kross/INXS mould. Could arrive this summer.
- **Hook**, the game of the film by Sony, promises digitised scenes from the film amongst other things.

- **Microcosm**, a visually stunning action game, also from Psygnosis.

Man, it's for real

One of the major selling points of CD technology is its ability to create Full Motion Video, or FMV — video on compact disc, games with that Hollywood touch.

IN THE THICK OF IT...

Check out a few seconds of video action from the stunning Night Trap

▲ Scene one, and the Oggers lie in wait behind the front door. I wonder what's going to happen next?

▲ The girls bolt, the camera pulls back and we see the Oggers going in pursuit of our unfortunate heroines.

▲ The next shot takes us to the top of the stairs, by this point you must have deactivated the stairwell trap.

▲ Here come the Oggers. If they get their hands on the girlies it's game over, otherwise you head to...

▲ ...the bedroom. The girls barricade themselves in while you wander off and check on the rest of the group.

Games such as Sewer Shark and 7th Guest have proved that in the world of CD actors and actresses are now key elements. Gone are measly sprites, instead companies such as Sega and Virgin are hiring studios, directors and producers to create the key elements in their games. At the moment most games work by replaying digitised sequences rather than true film, but that's set to change. Later this year we'll see the release of the Philips FMV cartridge. This gadget plugs into a CD-I and allows it to play film straight from CD. The quality will be even better than Super VHS, and plans are afoot to include videos on CD singles, so you can watch the music through your CD-I machine.

Many film Licenses are also turning to their movie originals for graphics. Dracula, from Psygnosis, features digitised characters from the Francis Ford Coppola movie. Other games such as Terminator and Hook will also feature digitised scenes, sound and music to give the game a more movie-like atmosphere.

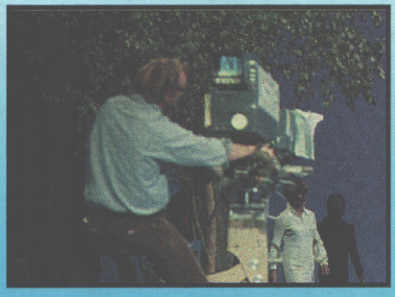
▲ Arnie and Keanu, two of the bug guns coming to the Mega-CD. Dracula and Terminator both promise stunning full-motion video.

BIG FILMS

TV pictures actually run at 24 frames every second, which is bit beyond the capabilities of most CD machines. At the moment, using the most advanced compression techniques, it is possible to store 75 minutes of high-quality video on one disc. In the mean time we have to be content with the 10 to 15 frames on most CD-based video. However, Psygnosis think they've found a way to cram full 24 frame-per-second action onto a CD for their latest game Dracula, as do Virgin with the Mega-CD version of Terminator. We wait with baited breath.

● In Sherlock Homes you interview characters back in 19th century London. While it looks impressive, it also points toward the problem that will replace bad graphics: bad acting!

● Night trap has a massive cast of teenage guys and girls trying to escape the horrors that inhabit a spooky house. Your job is to guide them safely away from traps, while also keeping your agents out of harms way.



● Blue screen, or chromakey as they call it in the trade, is one of the techniques used to get people into the frame. The actor is filmed against a blue backdrop, then when the scene is transferred to computer the character is cut out and stuck on a background of computer-generated graphics. This was how 7th Guest was put together.

Mega-CD games take a leap into the futu

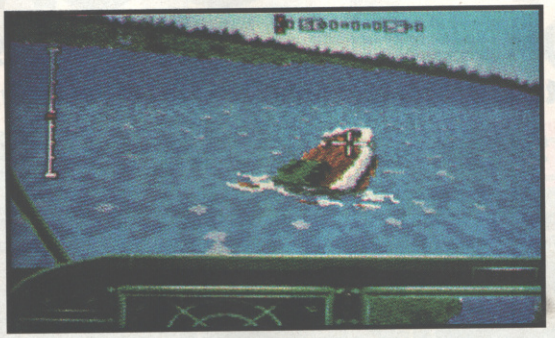
"Welcome to the next level" is Sega's slogan for the Mega-CD, but what can you really expect from the machine? Here's some of the titles which would be simply impossible to produce on cartridge.

THUNDERHAWK

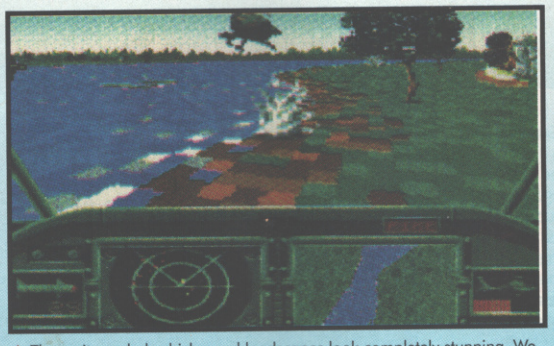
Produced by Derby-based Core Design, publishers of Heimdall and Chuck Rocks 1 and 2, this is set to be one of the most impressive games ever. This helicopter sim has its roots in the Amiga game of the same name, although fans of that version won't recognise it now.

The graphics in this chopper game are jaw dropping. The landscape is entirely scaled along the lines of Mode 7 backdrops in SNES games such as Super Mario Cart. Not only is it stupendously fast, it's also fully mapped out with roads and rivers so it constantly changes as you fly over it. And no, it doesn't stop there, the buildings and enemy vehicles are also sprite-scaled and update smoothly as you approach them. The combined effect makes for 3D-style graphics the likes of which you've never seen before.

Rather than make a simulation, Core have opted to make Thunderhawk more of a shoot 'em up. Because of the fast pace of the action, they've had to make the game as big possible so you don't run out of things to shoot. This could be the game to set the Mega-CD alight and have other computer owners staring in envy.



▲ Boats are just one of your targets in Core's incredible Thunderhawk.



▲ The sprite scaled vehicles and landscapes look completely stunning. We could be looking at the game of the year.

FACT

Often alluded to, but never seen, this will be the first game to make full use of the Mega-CD's background scaling. It works by taking an object then mathematically resizing it. Before this hardware was available, programmers often had to include different graphics for each and every size that an object was to be scaled to. Very time consuming indeed.

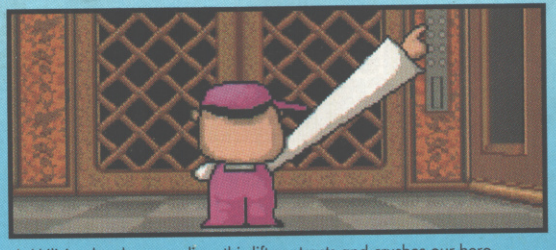
To keep the game at speed, it makes full use of the 12Mhz processor inside the Mega-CD. This means you actually have two 16-bit processors running at once if you count the one in the Megadrive — but it doesn't mean the machine is 32-bit.

SWITCH

Currently on release in Japan, this game shows what CD technology is all about — and it's very, very strange indeed. It centres around a boy who's trapped in a bizarre world in which each and every every switch he flicks could take him either one step nearer home, or closer, in fact, to the game over the screen.

The game employs just about every facet of the Mega-CD's talents, from sprite rotation to never-before-seen warping effects. In one instance our hero is sitting in the cockpit of a turn-of-the-century bi-plane when it suddenly twists into a corkscrew shape. This is done purely with the Mega-CD's graphics hardware rather than as an animation made up from different sprites, as would be done on lesser systems.

This is in addition to hours of music, speech and effects which combine with the game's strange humour to produce one of the most original products ever seen. There isn't any gameplay as such, as you proceed through trial and error, but the sheer number of possible outcomes to an action mean the game is never dull. It's also impossible to see all the locations in one game, which makes it last for ages.



▲ Utilising hardware scaling, this lift contracts and crushes our hero.

▲ Press too many wrong switches and one c

FACT

Because each action has at least six possible outcomes, the Mega-CD employs direct accessing method where the disc is read at exactly the right location. This works by the programmers encoding a list of CD tracks into each level of the game so it knows exactly where to go at the right moment. This cuts down access times significantly, so there's hardly a pause in the game.

SEXY

world's landmarks will explode!

FINAL FIGHT

Although this doesn't make use of many of the hardware features, this game proves that coin-op quality games can be produced on compact disc with ease. Final Fight CD is actually better than the arcade original. It has more levels, better sound and just about everything even the most die-hard fans of the game could ask for.

The plot is simple. Mayor Hagger's daughter has been kidnapped by Mad Gear, a gang of no-good SOBs who want control of the city. What they didn't count on was ex-wrestler Hagger hunting them down with his two karate-master mates, Cody and Guy. Yep, this is an ordinary tale of vengeance and justice.

There's a two-player mode which lets you and mate take your choice of characters into action, and there are more than enough enemies to keep the most violent of players happy for a long time to come. This is streets ahead of the SNES and Amiga versions and really demonstrates the ability of CD games to recreate the pace and power of the far larger coin-ops.

FACT Although the coin-op is several years old now, this Mega-CD version shows just how powerful a thing a CD can be. As the programmers weren't limited by chip size as they were with the SNES version, they have been able to include all the levels, bonus rounds and characters of the arcade original, plus many extra features.

▲ With the storage capacity of a CD loads of frames of animation have been included.

▲ Thanks to CD music and the PCM chip, the sound effects are actually better than those of the coin-op.

▲ Because of the additional processor speed, large graphics and plenty of characters can be included.

▲ Test your prowess between levels by destroying this gang member's car.

LOADS OF INFO

We've told you how good CD is, now read on and find out how it makes CD games so hot

The biggest thing CDs have in their favour are their massive storage capacity. A normal disc can hold over 600 times the information of a standard cartridge. The access time isn't as fast, but programmers have got around this by loading the next sequence into memory. That said, RAM cartridges may be coming out on the Mega-CD. These would store information at the start of a game, cutting down on access time when the action really hots up.

SOUND

Gone are the days when sound effects fought for space against the music. CD games can employ actually recorded sound effects and sound tracks. This is put to good use in games such as Sherlock Holmes, in which you find clues by listening to what the characters are saying.

Because the sound reproduction is identical to that of a normal music CD player, your CD machine can be hooked up to a stereo for even better sound reproduction. What no machine has yet is digital oversampling, the technique which newer CD players use to get clearer sound. But who knows? Maybe the next generation of machines will actually be better than conventional CD players.

VIDEO

Apart from the obvious advantage of video and digitised graphics, the extra storage space on a CD allows for far more frames of animation on normal sprites. With near unlimited memory at their disposal, programmers and artists now have an almost free-reign when designing graphics.

This could hasten the way for video CDs, compact discs with visual tracks. At the moment these only exist in laser disc form for machines such as the Philips Laser Disc player.

GAMES

Once more the extra storage capacity of a CD frees up programmers from limitations. The new capabilities have also lead to startling new concepts for games such as the Make My Video series and 7th Guest. A new wave of laser disc coin-ops are also on their way to Mega-CD. These include Mad Dog Macree and Who Shot Johnny Rock?

Many older games, such as Lucasfilm's Loom, are now being rehashed for CD. While the gameplay will remain untouched, we can expect our ears to be treated to hours of speech and orchestral soundtracks, cor!

CD-G

Another aspect to CD technology is CD-Gs. These are just like normal music CDs except they contain special tracks which can only be read by CD-ROM drives. When played they show you pics of the bands, lyrics and other natty bits of information.

CDs EVEN HAVE ROOM FOR THE BORING STUFF...

If you want something more than games, there are also things like encyclopedias in which you can not only read entries but see them moving and talking, too. There are also other reference titles such as Treasures Of The Smithsonian, which is a complete CD catalogue of all the Smithsonian Institute's exhibits. Software such as this is only possible on a format like compact disc, and even then some titles come on two or three discs totalling and incredible 2,500 Megabytes of information!

WHAT'S NEXT?

Because of the amazing potential of compact discs, the next generation of consoles are guaranteed to be CD-based. Commodore are currently working on a 32-Bit CD Amiga console, while Sega are working away on their next big projects which also looks likely to be a 32-bit machine. Don't expect it to be a souped up Megadrive though, our sources tell us that their next machine is going to be something completely different with features never before seen on a console. They're keeping everything under their hats at the moment, but can expect to see this wonder machine materialising in Japan early next year.

CD BARGAIN BASEMENT

You can cram so much information onto a CD that it can not only hold megadocious FMV games but brilliant compilations of your favourite games that won't break the bank...

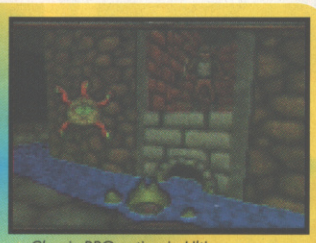
LOST TREASURES OF INFOCOM
PC CD-ROM
PRICE: £45.99

For those who can't remember them, Infocom produced some of the best adventure games ever seen. This disk contains some of the best, including all three Zork games, Sorcerer, Hitch Hikers Guide To The Galaxy and 16 others. It's a bargain and no mistake.

▲ The Zorks are without a doubt among the most popular adventure games of all time.

ULTIMA I-VI
PC CD-ROM
PRICE: £79.99

It may seem pricey, but this game contains all six of the groundbreaking Ultima RPGs. The first three games seem hopelessly out of date at first, but they're still fun to play and you can see how much they influenced the world of RPG software. If you like role-playing games this is a disc you can't afford to be without.


▲ Classic RPG action in Ultima, as you battle against orcs, orges and other creatures from the darkside.

WING COMMANDER 2 AND ULTIMA UNDERWORLD
PC CD-ROM
PRICE: £49.99

Thrown together on this disk are two of Origin's biggest titles. Wing Commander puts you in the hot-seat of a space attack craft where you try to bring freedom to the galaxy. Ultima Underworld, on the other hand, sends you into the bowels of the Earth, armed with a sword and few magic spells as you try to slay an evil deity.

▲ One of the best things about Wing Commander CD is that it doesn't soak up loads of hard disk space.

MICROPROSE COLLECTION MIDWINTER AND GUNSHIP 2000
PC CD-ROM
PRICE: £49.99

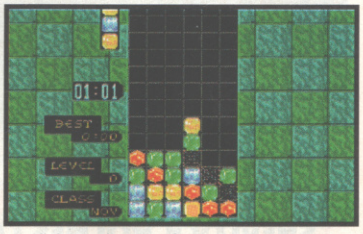
This is just one of many discs from Microprose who seem to have released most of their back catalogue on CD. The games are no different from the originals, but are still very playable and good value for money if you haven't got them already.

▲ Take to the skies in Microprose's classic helicopter sim, Gunship. It's unchanged from the original version, but comes with Midwinter on this disk.

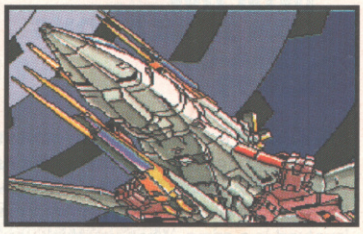
▲ Golden Axe

▲ Revenge Of Shinobi.

▲ Hendrix CD-G



▲ All these titles come free with the Mega-CD.


▲ Keep an eye out for more Mega-CD compilations in the future.

MEGA-CD UPDATES

Another feature made possible by CDs are improved versions of existing games. By far the biggest of these will Sonic CD, which is on its way with more levels and more features. Lucasfilm are also planning to release updated versions of their adventure games on Mega-CD. The first one looks likely to be the Secret Of Monkey island. This version will probably include speech and more sound effects, so keep your ears peeled.

BUDGET MANIA

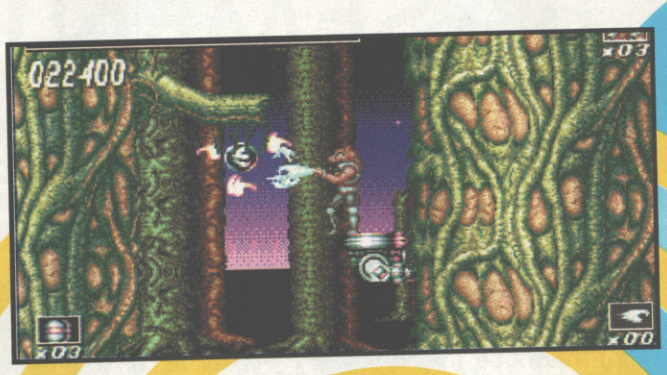
Although there hasn't been anything confirmed yet, Sega look set to be releasing some of their older, classic titles on CD. Although the games will be exactly the same as the originals, they will be significantly cheaper in compilation, giving Mega-CD freaks a chance to boost their collections.

Compilations and budget CD are made possible by the relative cheapness of duplicating discs. Despite what anybody says, cartridges do cost a fair whack so it's far more convenient for companies such as Sega to opt for CD.

With floppy disks you're limited by memory, with each one holding just under 1.4 Megabytes. CDs can hold over 600 times that amount though, which makes for better and larger games.

MEGA-CD

Want to know what's worth buying? Here's a round-up of some of the best CD games available...



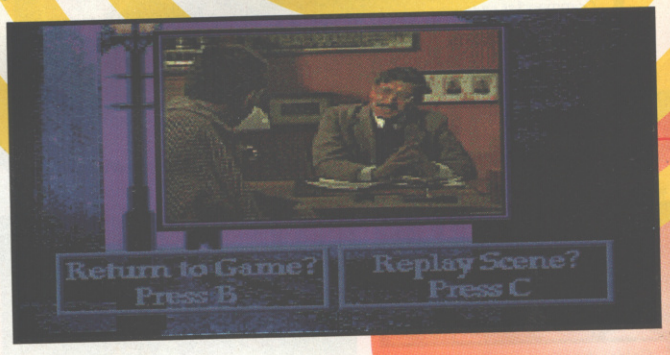
▲ *While it doesn't push the Mega-CD to its limits, Wolf Child does feature some nice CD music and plenty of addictive gameplay.*

WOLF CHILD
JVC
MEGA-CD
£39.99

Converted by Core from their Amiga smash of the same name, this version offers a lot more than the original. You are the Wolf Child, an acrobatic hero who's on a quest to save his father from an evil villain.

While the game fails to show off the Mega-CD's graphical capabilities, the sound effects and music more than compensate. There are only nine levels, but each one is so vast it'll take you ages to get through. Wolf Child isn't very original, but still makes for some good platform action.

79%%



▲ *Holmes and Watson get down to some serious detecting. It's not quite as good as the TV series, but you can't play that though, can you?*

SHERLOCK HOLMES CONSULTING DETECTIVE
COM SIMULATIONS
MEGA-CD
£39.99

This is one of the first interactive movie-type games on the Mega-CD, as intrigue and deerstalkers come to the Amiga.

Most of the game is made up from live action interviews, as either Sherlock or Watson try to worm information out of the many characters involved in a crime. When you think you've collected enough evidence you

can go before a judge and submit your case.

While there are three mysteries to solve, the action is limited and the novelty soon wears off. The bad acting doesn't help either. However, if you're a fan of Conan-Doyle's classics, you'll no doubt enjoy this.

78%

▲ *Select the scene you want, cut it, position it then bung in some special effects. When you've done that see what the viewers think of it when they ring in with their instant votes.*

KRISS KROSS MAKE MY VIDEO
SEGA
MEGA-CD
£44.99

Of all the CD games released so far, this is one of the strangest concepts yet. The aim is to create a stunning video for teenage rappers Kriss Kross. At your disposal is a wealth of video clips and special effects along with plenty of music. It's one of those multimedia-style efforts but at the end of the day it's still a game.

The game is hosted by a video jockey who rates your performance as well as bringing the whole game together with jokes and intros. Surprisingly, this is actually a very fun game, although it helps if you're a Kriss Kross fan. With plenty more games planned in this series, there should be something for everyone.

84%

▲ *Wing Commander also looks set to make an appearance on Mega-CD later this year. We'll keep you posted on that one.*

WING COMMANDER 2+
ORIGIN
PC CD-ROM
£44.99

There are plenty of CD-ROM versions of this PC classic, with this one coming out to of the lot. While the basic game format remains unchanged, this disk contains everything a budding Wing Commander needs.

Firstly, the biggest advantage of having the game on CD is that you save about 20Mb of hard disk space. Secondly, the disc contains not only Wing Commander 2, but all the add-on missions. If you like the game there's more than enough action on this disc to keep you playing for ages.

82%

▲ *Sewer Shark is without a doubt one of the fastest Mega-CD games yet. The action is punctuated by some fantastic video cut-scenes.*

SEWER SHARK
SEGA
MEGA-CD
£39.99

This is one of the original Mega-CD releases, and still one of the most spectacular. The action is all 'live' as you take to the sewers in order to kill all of the bizarre creatures living there.

Apart from the frenetic gameplay, what really helps make the game are the video cut-scenes in which you receive advice from other characters and updates on the plot. The tunnel scenes where created and filmed by John Dykstra, who was one of the brains behind the special effects in the Star Wars movies, amongst other things, and as a result the action comes thick and fast.

83%

▲ *Another title produced by Core, this is currently the best race game on Mega-CD. It's fast, smooth and well addictive.*

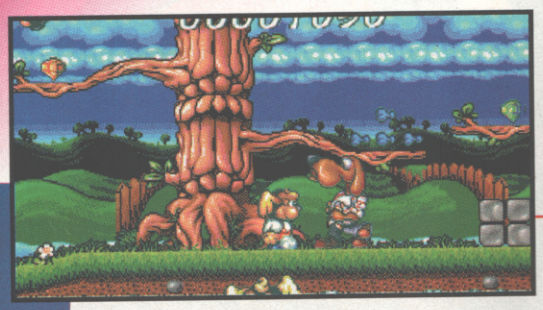
JAGUAR XJ220
JVC
MEGA-CD
£39.99

The first racing game on the Mega-CD really pushes the boat out. You're given a shiny new Jaguar XJ220, the world's fastest production car, to drive across a number of gruelling courses.

All the road side objects are sprite scaled, making for a smooth track and a good feeling of speed. One nice feature is the track editor, which lets you

design your own courses then save them to the Mega-CD's internal battery. It. It's got all the thrills and spills of genuine, hell-for-leather racing. It will be a long time before anyone beats this.

85%



▲ *Colourful, cute and full of action. If you enjoy Sonic-type action you'll flip over Wonderdog.*

WONDERDOG
JVC
MEGA-CD
PRICE: £39.99

This was the first game on JVC's Japanese system, the Wondermega (a combined Megadrive/Mega-CD, which won't be released over here), although it hardly puts the machine through its paces. As Wonderdog you have to liberate your homeworld from the evil Pittbullies

The graphics are probably the most colourful ever seen on a Mega-CD game, and there's plenty of stages to negotiate. One surprising thing is that the CD soundtrack often gets a little confused and fails to play at the right point, but that can be explained by the fact that the game is one of the first on a new machine. In the meantime, this is very playable and there's plenty of worse things to spend you cash on.

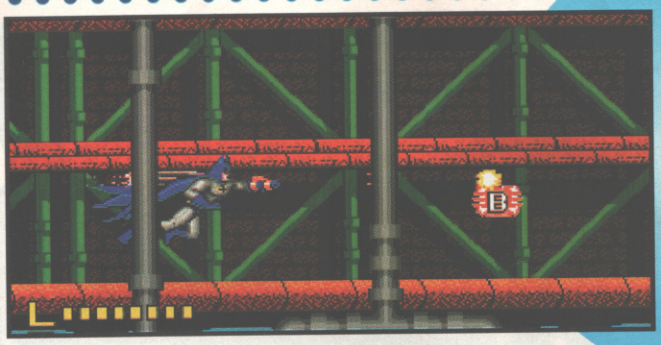
84%

▲ *The Monkey Island games are among the most popular adventures ever. Best of all they're also coming out on Mega-CD!*

THE SECRET OF MONKEY ISLAND
LUCASFILM
CD-ROM
PRICE: £44.99

As Guybrush Thweepwood, aspiring pirate, you've got to crack the secret of Monkey Island in order to be accepted as a proper blunderer of the high seas. This game has everything, puzzles, action and humour. If you don't have it on disk, get it on CD, you're missing out one hell of a good game.

93%



▲ *Most of the platform stages are the same as the cartridge version of the game; however play it on CD and you get awesome music and 3D levels.*

BATMAN RETURNS
SEGA
MEGA-CD
PRICE: £44.99

Based on Batman's previous cartridge outing, the platform levels are little changed. What this version does offer is several 3D sections including a chase in the batmobile and a jaunt in the batboat.

This is the first movie-to-CD game and it does the film justice. Not only do you get more game than is on cartridge, there's also plenty of sampled speech to bolster the action. The gameplay can prove frustrating at times, although once you get the swing of things it becomes bearable

If you liked the film, you'll love this game. Full review page 40 this issue.

84%

▲ *Following on the heals of Heavy Nova, this is the second one-on-one beat 'em up on the Mega-CD.*

BLACK HOLE ASSAULT
WOLFTEAM
MEGA-CD
PRICE: £44.99

This follow-up to the highly uninspiring Heavy Nova takes the same Robot beat 'em up action from the first game and gives it a good kick in the butt to provide a far better range of action.

The result is a far more enjoyable beat 'em up-cum-arcade adventure. Your robot has plenty of moves at his disposal and more than enough enemies to try them on. As kick-ass beat 'em ups go this is hardly ground-breaking stuff, but it is the only half-decent one on Mega-CD.

Not an outstanding game, but if you've already got the original, this is worth checking out.

75%

▲ *Willy Beamish is the first Lucasfilm game to appear on Mega-CD. Keep an eye out for loads more from this publisher in the near future.*

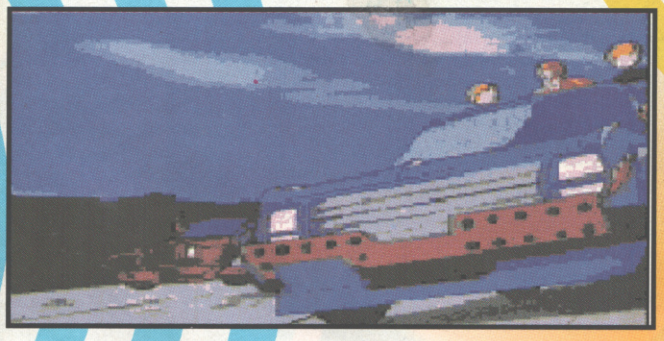
WILLY BEAMISH
LUCASFILM
PC CD-ROM & MEGA-CD
PRICE £44.99

This game is a bold attempt at creating an interactive cartoon, although it just falls short when it comes to playability.

As young Willy, you've got to try to survive the sort of hazards which befall all 10-year-olds, such as school and big sisters. The humour is to be groaned at rather than laughed at, although the impressive graphics encourage you to play on further. All the speech and sound effects come straight from CD and add greatly to the game.

Not inspired software, but not bad if you can afford the asking price.

75%



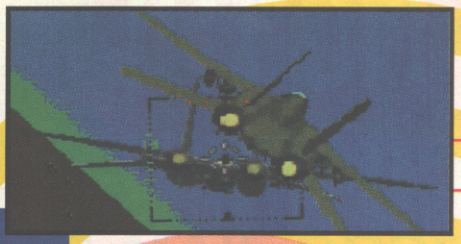
▲ *Manga-style cartoon action is the basis for this game, as you attempt to become king of the road by ramming everyone else off it.*

ROAD AVENGER
SEGA
MEGA-CD
PRICE £44.99

This game is yet another attempt at playable Manga-style cartoon games, although it falls short of the mark.

It's programmed by the same team who produced Cobra Command, which comes free with the Mega-CD, and you can tell. The graphics are drawn in the same style, although the action plods along and never reaches the level that it did in Cobra. If you enjoyed that game, though, you'll probably like this one too.

71%



▲ *The only big let-down so far on Mega-CD. With the machine's technical capabilities it should have been child's play to convert this game accurately.*

AFTERBURNER 3
SEGA
MEGA-CD
PRICE: £44.99

This game has turned out to be one of the real CD disappointments. Basically it's the same as every other Afterburner game, with you piloting an F-14 against an unknown enemy.

It suffers from a complete lack of action and on top of that the graphics are terrible. When you think so much could have been done with sprite scaling and rotation it's a surprise that Sega actually bothered releasing this at all. Don't be taken in by the flashy coin-ops, this is a Compact Disc duffer and no mistake,.

50%

▲ *Of all the CD games the 7th Guest is the most spectacular. Coming on two CD's it features loads of FMV action.*

7th GUEST
VIRGIN
PC CD-ROM
PRICE £44.99

This is the game everyone is talking about. It's a very basic adventure, but what it does is combine FMV with computer graphics, so you have actors overlaid on top of computer generated images. Such is the size of this game that it actually comes on two discs, which is a direct result of the masses of film-quality animation, speech and music.

What the game lacks is playability, what it does have is pose value. If you want to show off your CD-ROM, this is the game to do it with. The graphics are incredible and combined with the CD sound, this title has had jaws dropping all over the country. Full review page 48 this issue.

80%

NEXT MONTH MEGA!CD LIVE FROM AMERICA!

Next month's Mega!CD will be so red hot you'll have tons more blisters than a Samoan fire walker's feet. We'll be bringing you a massive round-up of all of the Mega-CD launches at this year's CES in Chicago, the very latest on 3DO and Full Motion CD-I, plus great news of a hot new console. Need we say more?

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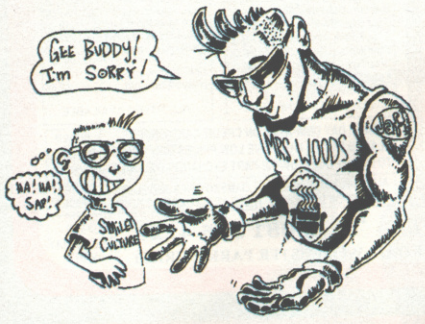
YOB'S MAIL BAG

RRRRIIIIIIPPPPP! Here we go with another trouser bursting, bottom burping, bowel blowing selection of the lamest letters in the world, courtesy of the planet's icon of the insult, the one and only YOB. This is the place where your sad scribblings challenge my crown as Prince of the Putdown, and a quick squirt of domestos soon puts them right. So if you reckon your tough enough the stand the barrage of brilliance you'll find on these pages, or you just want to know about games, fire off your little floaters to: I KNOW I'M A BIT CACK BUT THIS IS THE BEST I CAN DO, YOB'S MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember there's an awesome ONE HUNDRED POUNDS for the pick of the postbag, and a kick in the family jewels for the rest...



ALL THE WOMEN AT ASCOT

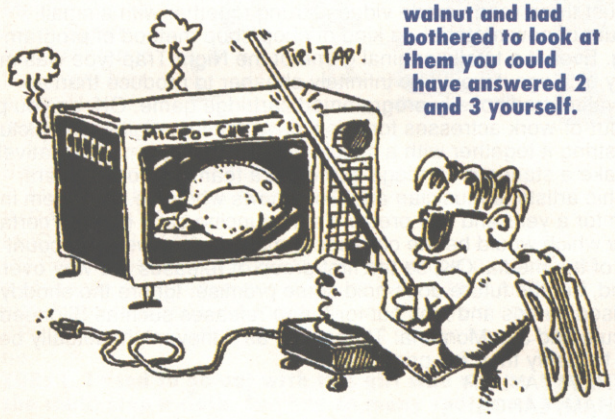
Oi, YOB!
What a stinking pile of horse manure that inter-mag challenge was! First you say that neither Steve Keen or Steve Merrett have played Jimmy Connors' Pro Tennis Tour, when halfway through Steve Merrett owned up that he had an import copy of the game and at the end of it all Steve Keen won. Well, no wonder because he has already played it before. Don't deny it because in issue 136 he reviewed the flipping game!

RICHARD WILLIAMS
CWMCARN, SOUTH WALES

YOB: Hmm, you're obviously very upset and I accept you have an honestly held opinion. However, in all fairness, it must be stated that both protagionists of this battle royale are in fact rather sad men whose wimpering egos dwarf their insubstantial playing skills and you are in fact absolutely bloody right. What a towering debacle that sad inter-mag challenge was, and rest assured you'll never be seeing its useless like again... probably!

THE TOWN CRIER

Dear YOB,
I've heard you're so wise and clever, so answer these questions please.
1. Is a PC Engine 8 or 16-bit?
2. Streetfighter's on the Engine soon, but will it be Champion Edition or just the normal version?
3. Will the graphics be as good as the SNES?
4. Were the screenshots shown in issue 138 really Streetfighter on the Engine?
M WONG
LETCHWORTH
YOB: 1. 8.
2. Champion!
3. They look awesome. The Engine graphics have been ported from the Champion Edition arcader, which were redesigned and improved from the arcade original. Champion Edition defines the characters more clearly and makes them look even harder, so that will be reflected in the Engine conversion. However, the graphics capabilities of the SNES are superior, so scrolling might not be so smooth on the NES machine, for example. You pays your money and takes your choice...
4. Yup, the very same – and if you didn't have a brain the size of a frozen walnut and had bothered to look at them you could have answered 2 and 3 yourself.



HARVEY SMITH

Dear YOB,
I am a Sega fan. I have lots of games and I was wondering if you could give me a list of cheats?
TIMOTHY HALL
BILSTON, WEST MIDLANDS.
YOB: Certainly. Here's a list of my favourites:
1. Stop the ice cream man and order his biggest vanilla whip special with chocolate sauce, hundreds and thousands, nuts and about sixteen flakes. Just as he hands it over, drop it on the floor and start to cry. Chances are he'll give you another for free, and even if he doesn't you can always scoop up most of the droppie after he's gone.
2. Hide a dead cockroach in your pocket and visit the most expensive restaurant in town. Order their swankiest meal, eat half of it, put the cockroach on the plate and throw the loudest wobbly you can. You'll get the meal for free and they'll even give you cash to keep quiet.
3. Be rather sad, don't be very good at anything, get elected Prime Minister and just watch the cash roll in...

KENTUCKY FRIED CHICKEN STAFF

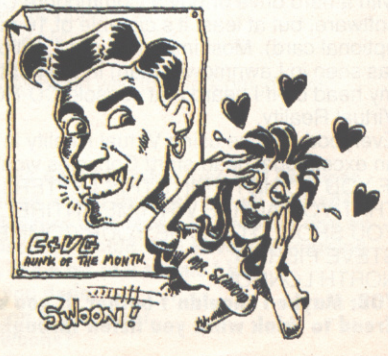
Dear YOB,
Will you give me some answers?
JAMES YARDLEY
HALIFAX
YOB: Certainly. The universe is expanding. Time is just a concept. The square root of 67 is not 3. The meek shall inherit the earth.

NAPOLEON

Dear YOB,
I am the very proud owner of at least five games for every console you can think of. Sadly I have no actual consoles to play them on, but I am planning on buying some soon. Maybe when the price of a Megadrive and Mega-CD falls below £50 and the price of a SNES is £39.99. So until then I guess I'll just have to keep looking at the pictures on the back of my game packs unless you feel like approaching Sega and Nintendo and asking them to drop their prices ever so slightly for me. Well, instead you could say Hello to my friend Chris Clark who lets me read his CVG every month because I am to stingy to buy my own. I'd also like to ask you some questions, so could you please answer them sensibly and "no crap please."
1. Do you know the code to get onto Day 2 of California Games on the NES?
2. Will SF2 ever be available for the NES?
3. Is it better to use a joystick or joypad when playing a game like SF2?
4. Which is better: Super Mario 2 or 3 on the NES?
5. Could you please print a picture of yourself so I can practice for my darts tournament?
SAMANTHA BALDERSTON
WEST LOTHIAN, SCOTLAND.
YOB: 1. Yup.
2. Yup.
3. Depends. Capcom's Arcade Power (Joy)Stick is well wicked on the SNES, although as Amiga and PC owners everywhere will know, joysticks are generally a bit cack with the game.
4. 3.
5. No need. Why not just shove the sharp ends into your ear and shout "Bullseye!" if you ever hit your brain.

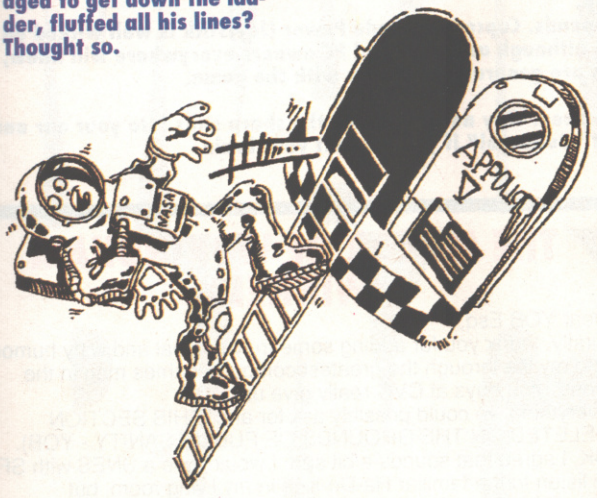
THE MAYOR OF WOKINGHAM (WINNER)

Dear YOB Esq,
Firstly, thank you for adding some truly original and witty humour into my life through the greatest computer games mag in the world. You guys at CVG really give us
everything we could possibly ask for and (THIS SECTION DELETED ON THE GROUNDS OF PUBLIC SANITY - YOB).
OK, I agree that sounds a bit sad. I would love a SNES with SF2 to listen to the familiar Ha-Do-Ken in my living room, but
I' m a bit short of cash (hint hint!) Now please could you answer these questions:
1. When is the Turbo version of Streetfighter 2 going to come out on the SNES? (You know, the one where they can throw fireballs in mid-air?)
2. How much will it cost?
3. Will you ever reveal your true identity?
4. What football team does Paul Anglin support?
5. Which do you prefer: SF2 or Super Star Wars?
6. Who's your favourite character on SF2?
7. When will the price of a SNES drop?
Thanks a lot!
SARAH MALIAN
SUNNY CYPRUS
PS Tell Paul Anglin his earring is so cute!
YOB: 1. September. Remember, you read it here first.2. It'll be 20-MEG, so chances are it'll come in at £50-£60.
3. Depends. How much are you willing to pay?
4. Melchester Rovers.
5. SF2.
6. Zangief. He's got stacks of hidden moves and is the only character who can consistently kick the crap out of Guile.
7. About ten minutes after you buy yours.



TOMMY COOPER

Dear YOB,
I have a few questions to ask you, starting with a real big smegger of a poser.
1. Why do you insist on being a cold-cut turd?
2. When will Streetfighter 2 come out on Megadrive?
3. Why do you say you'll give £100 away when you can't afford an Oxfam jockstrap?
4. Honestly, what console is best: a Megadrive or Super NES - and don't say both or I'll go mad and kill my dog!
5. One remark about my dog and I'll personally see when you go to bed tonight your teddy will be dead with sawdustall over your bed.
6. Last one. Why are you a bilingual git?
DAVID ARMSTRONG
SOMEWHERE BETWEEN YOU AND LONDON.
PS My address for you to send me my money is **(DELETED TO PROTECT THE CRANIALLY CHALLENGED - YOB).**
YOB: Is it just me, or is everyone called Armstrong a bit of a turd after that bloke wasted all that that fuel to go to the moon, land on the thing and, when he finally managed to get down the ladder, fluffed all his lines?
Thought so.



TRAFFIC WARDENS

Dear YOB,
How can you rate the Mega-CD? I've just recently flogged mine to find out that it uses the same 64 colours on screen, which you simply never mentioned. It made me so sick to play Earnest Evans - poorly drawn graphics spoiled by the lack of Megadrive colours. The sound is fantastic, but that's what you'd expect from a CD! However, you even rate Night Trap. How can the Mega-CD produce quality video images on screen? It looks grainy with only 64 colours from a pallete of 512 and it's simply not enough. Although there are some good titles available, such as Final Fight, I can't see why everybody should get so excited over it. How can anybody get serious about consoles? They're just stupid toys. If you're serious about making your machine more powerful, buy yourself an Amiga and upgrade it with a hard drive or buy a Commodore CDTV. Maybe it has poor software, but at least it's capable of 16 million colours (with an optional card). Most important of all, it'll be used for Virtual Reality (as seen in Lawnmower Man) in the not-too distant future. I'd laugh my head off if I heard that console CD-ROMS would be used for Virtual Reality.
Everybody will be using Virtual Reality in the future and the CDTV is an exceptional head-start! Consoles wouldn't be useful in the future.
IF YOU DO NOT PRINT THIS LETTER I WILL UNDERSTAND THAT YOU AGREE WITH ME ENTIRELY. OR MAYBE YOU SHOULD GIVE ME YOUR COMMENTS.
STEVE PIERRO
NORTH LONDON
YOB: Maybe I shouldn't bother. If you speak out of your ass I dread to think what you listen through..

AUSTRALIANS GENERALLY

Dear YOB,
There has been quite a bit of talk recently, and rightly so, about the similarity between the price of Mega-CD games and Megadrive cartridges. The argument has asked the question: why, when CDs cost just ten pence to duplicate, do they sell for the same price as cartridges that can cost a few pounds to make? To quote Sega marketing supremo Philip Ley: "While the cost of replicating a CD is far lower than that of a cartridge, the actual development costs of a CD-ROM game are far higher. Games like Night Trap have the costs of cast and shooting crews on top of the game's design and data coding." MY ASS! Night Trap and Sewer Shark were both written in the mid-1980s for an American CD console called the Nemo, which never got off the ground. You can tell their age because the fit one off Diff'rent Strokes, who appears in Night Trap, still looks OK. The only expense Sega had was paying a couple of programmers to convert it over to their system. Both these games could have sold at a fiver each and Sega would still have made a profit. Most of the other games released so far will have been incredibly cheap to produce. Cobra Command and Road Avenger are arcade port-overs which will have required a very minimal re-programming before they were released. The "Make My Video" series are just three ready-made videos strung together with a small amount of new material - a kind of chop-shop method of programming. Even if a totally original game of the Night Trap-type was made today by Sega it would be infinitely cheaper to produce than an equivalent traditionally programmed cartridge game. OK, so you pay ten out-of-work actresses for a few days' filming, digitise the pictures and string it together with a simple front-end program. Alternatively, to make a standard cartridge game get a team of programmers, graphic artists, a musician and God knows who else, lock them in a room for a year and hey presto it's a bouncing baby game. I certainly know which would be the cheaper to make before we even count the cost of the media. OK, so the first group of releases are way overpriced, but the future does hold some promise. Ignore the shoddy digitised games and look out for future releases such as Silpheed, Dracula and Joe Montana. These look as if they might actually be able to justify their full-price status.
MATHEW TAYLOR
OLDHAM, LANCS.
PS The fat bloke in Sewer Shark's big claim to fame is being a cop in Die Hard II.
YOB: AT LAST! A letter which actually makes some sense, and makes it rather well. Dracula and Joe Montana are actually a bit cack, but apart from that I think you're right in just about everything you say. What do the rest of you think? Is an intelligent CVG reader like Mathew Taylor just a figment of my imagination, or should I have him stuffed? Hang on a minute, here comes another one...

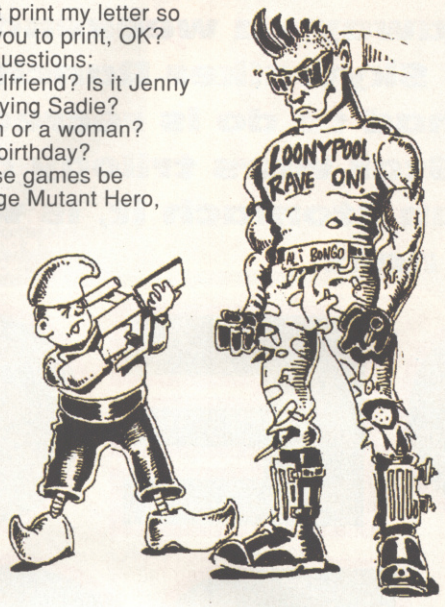
POLICEMEN (RUNNERS UP)

Dear YOB,
How ya doing mate! Wibble wibble, my old man's a mushroom etc etc. I don't know what that looks like but it smells like chicken! Humph humph.
STUART JONES
MID GLAMORGAN,
SOUTH WALES.
PS I am not mad. I just like Ataris.

YOB: Stuart, I've got some bad news. Remember The Institute? They know where you are.

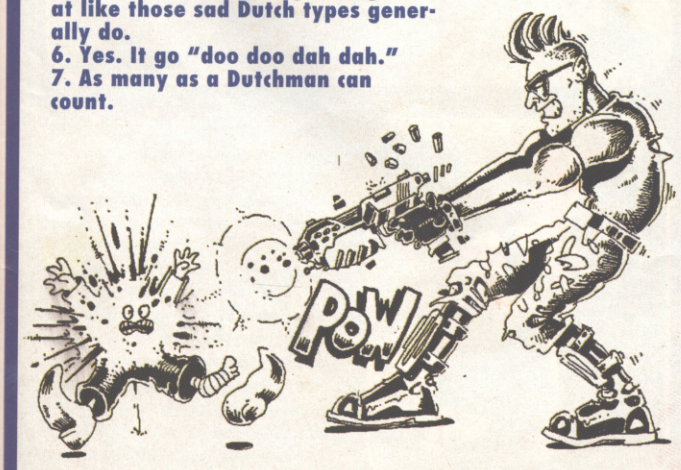
THE QUEEN AND MOST OF HER FAMILY

Dear YOB,
I know you didn't print my letter so this time I want you to print, OK?
Here are some questions:
1. Who's your girlfriend? Is it Jenny Abrook or sad crying Sadie?
2. Are you a man or a woman?
3. When is your birthday?
4. When will these games be released: Teenage Mutant Hero, Mario World II, Terminator 3, Robocop 7, Turtles 5, Robocop 6, Streetfighter 4 and Toki 2?
5. Is it true my friend says that he already has Super Double Magilla Gorilla Giant Super X081 Nintendo that gives him a free life game?
6. I heard Streetfighter 2029. Is it any good?
7. Mega-CD have how many games?



IMRAN HIDAYAT
LEIDEN, HOLLAND
PS Print my letter or I come to see you with a baseball bat, a Menacer, a Nintendo gun and also with a tank and I will attack you to pieces like this and I will burn your corner.
PPS If I win the £100 cash hurry like I said in the GO! letter.

YOB: 1. I used to go out with this girl who was so ugly she could stop a clock. She had so many spots and boils I went round her house once and found a blind man reading her face.
2. If you can't tell the difference I'd seek immediate remedial help.
3. Whenever I walk into a pub where nobody knows who I am.
4. When your mum finally gives up and takes you back for a refund.
5. Yes. If you wait until Christmas Eve, turn your bed due South, write a letter to Santa Claus and sign it Imran Sillyprat, the Tooth Fairy comes and places one under your pillow. Unless you live in Holland, of course, in which case you just get laughed at like those sad Dutch types generally do.
6. Yes. It go "doo doo dah dah."
7. As many as a Dutchman can count.



ALI BONGO

Dear YOB,
I have a few questions for you:
1. Is it true that in Streetfighter 2 on arcade there is a Sheng Long? If it is true can you send a picture?
2. Is it true that in Streetfighter 3 you can fight all the Streetfighter 1 characters or what?
3. Is there a Super Mario World 2 on Super Nintendo?
4. Is there a Super Nintendo coming out that is 32-bit?
5. I am poor. Can I have a bit of money, like £100?
6. Is there a Sonic 3 coming out on Megadrive?
7. Is there such a thing as Final Fight 2?
8. Are you a man or a woman?
9. Do you go for Wigan Rugby League Club?
10. One more thing: what is the difference between Super Nintendo and Super Famicom?

ARTHUR KOUTSAKIS
SYDNEY, AUSTRALIA

YOB: 1. Nope. The Sheng Long story was a wind-up invented by some sad American mag who mocked up a fake picture by giving Ryu long blonde hair. Their dimwit readers believed every word and swanked about telling all their mates and we even received letters at CVG from people claiming to have fought him by beating every character with Perfects. It was all a load of steaming chihuaha cack and those who were taken in are now the laughing stock of the civilised world.
2. But even the thickness of these sad types was nothing compared to the double-doh stupidity of people who think Streetfighter 3 has already been released. If people are going to believe that sort of thing, they must be very unhappy indeed.
3. And they're all geniuses compared to someone who asks a question like that. However, because I'm feeling generous I'll tell you that there's definitely another Mario game coming on SNES soon. In fact there may be more than one and, oh why should I spill any more goodies to a psynaptically challenged individual like you?
4. Haven't you heard of the Super CD?
5. I'll give you a pound for every point of your IQ. Looks like you owe me a fiver.
6. Yup
7. Yup
8. Why bother to ask? Australians don't know the difference!
9. Only if Wigan RLC goes for me.
10. One's got a wotsit and the other's got a thing.

ROYAL GUARDSMEN

Dear YOB,
In issue 136 there was this overgrown piece of camel puke called Adam Perkins from Cambridge who was insulting the Welsh. You go and play with your Barbie dolls while I play with my SNES with four games. Please answer my questions:
1. Is there going to be a Super Mario Kart 2?
2. How much will the Mega-CD cost?
3. Is it true that you can be M Bison with the Capcom joystick?
4. Is Probotector decent?

PHILIP M TAYLOR
WREXHAM, N WALES

YOB: 1. If I told you that SFX Game Number Two will be Super Mario Kart Champion Edition would that get you all excited? If I told you the game will feature new Mode 36 graphics and an optional Virtual Reality headset would that have you foaming at the mouth? Well then, it's a bit of a shame I lied.
2. It's in the shops now, you dodo.
3. You can be Larry Grayson if you want.
4. Does a bear sit in the woods?

Two months ago CVG and US Gold offered you the chance to win one of the most amazing prizes CVG has ever given away - a weekend trip for two to George Lucas' Skywalker Ranch in California. All (ho, ho) you had to do is recreate a scene or two from the Star Wars trilogy on home video! This, if you can stomach it, is what happened next...

VIDEO WARS

To be honest, we didn't expect many of you to enter. In fact, two weeks after the magazine came out we still hadn't received one single entry. But just as the CVG crew started stocking up on beach balls and sun-tan lotion in preparation for blagging the prize of a lifetime for ourselves, what happened? Entries started to flood in.

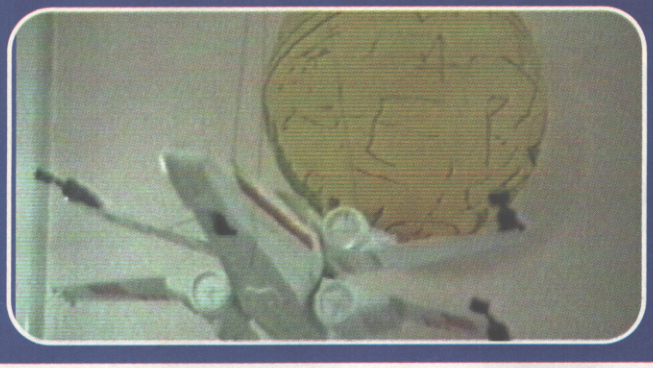
Within a month we were receiving over a dozen entries a DAY until there were enough to keep the CVG boys in blank tapes for life. The reason for the delay was that rather than (as we expected) banging out cheap and tacky movies in a day or so, many entrants were actually doing it PROPERLY, with special effects, music and everything. As a result, some of the films took over a month to produce – that's almost as long as it takes to film a real Hollywood movie! Well, almost!

As we write this, the compo has just closed and the CVG games room is awash with tapes – and honestly, we were astounded by the general quality of the entries. Sure, there were plenty of stinkers (more on those later), but the majority of your movies were surprisingly good, with three or four that were even better than the original! Almost. As a result, we've found it almost impossible to pick a winner - which is why CVG will be holding a gala judging night later this month, to which some lucky nominees may be invited. In the meantime, we thought it only fair to show off some of the best (and worst) of the entries until we announce the final winners next month. May the force be with you.

DAVID BROOKES AND JONATHAN GLASS
Star Wars Trilogy

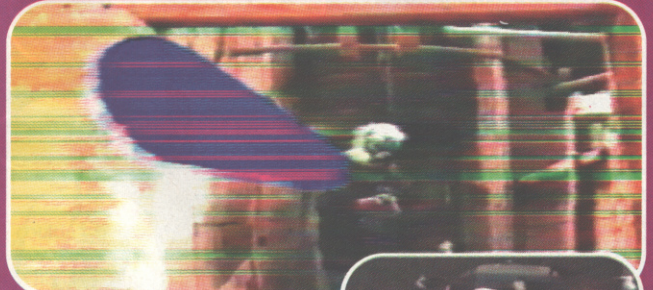
These two chirpy chaps from Essex took the brave step of recreating famous scenes from not just one but all three Star Wars movies - and playing them for laughs. With Chewbacca played by a cat, a dustbin starring as R2-D2 and a human cast that were DEFINITELY several cards short of full deck throughout the entire production, how could they go wrong? This was only the second entry we received, and it's still one of the funniest, reducing the CVG staff to lunchtime tears even now. Particular credit must go to David

Brookes' bathtub portrayal of Yoda in the Jedi training scene. We also liked the way the guys destroyed the Imperial shield bunker on Endor by kicking it out of a tree. Stop-motion animation scenes added technical merit, and the whole thing was rounded off nicely when the cast, unsure of how to end their movie, simply decided to have a rave in the front room to the sounds of the Prodigy and the Dollops. Great stuff, and a strong contender for first place.



IAN DYGA AND PETER McKENZIE
Star Wars

Two humble farm boys from Fraserburgh in Scotland might just be jetting off to Hollywood on the strength of this entry. The judges were looking for humour and technical merit, and this entry, recreating the rescue of Princess Leia from the Death Star, had plenty of both. You wouldn't think that a barnyard could ever be passed off as a futuristic space station, but these lads made a fine job of it, using computer-generated laser



effects in the shootout scenes with stunning results. We liked Judge Dredd's cameo performance and the excellent light-sabre fight, but nothing prepared us for what has become the most played scene of all in the office. At the end of the movie a "live" stormtrooper is literally blown away by a laser shot in the chest. We've no idea how they managed to make their own explosive "squib", but the result is amazing as the stormtrooper is blown off his feet by the force of the armour-shredding explosion. Lots of blood and the guy's even in shock at the end of it. We love it!

DANIEL HOLMES
Star Wars

After wading through some of the cack entries, we decided that any entry that used footage torn out of the original movies was a cop-out and wasn't going to win. This entry, however, proved to be the exception to the rule. Probably the funniest of all the entries, this film recreated the famous Tattooine/Cantina scene by splicing together old movie footage with specially-filmed scenes. What makes this such a hoot, though, is that all the dialogue has been totally redubbed, so no-one EVER talks in sync, and the original script is replaced by a succession of suggestive one-liners and deviant references that would put any of the Carry Ons to shame. A stunning fight scene at the end using Star Wars figures and a seriously manic Obi-Wan rounded it all off nicely, and if this had been a bit longer, it probably would have won outright. As it is, it's still in with a damn good chance on comedy value alone.

RICK'N'RICK
Star Wars

Early on in the judging, we decided that anyone who used cars as spaceships obviously couldn't be bothered to make an effort and didn't deserve to win. This is why we particularly liked this entry from a band of likely tykes from Yorkshire, who recreated the Death Star escape and trench

battle scenes. They built a convincing Millenium Falcon replica cockpit in their garage, using a furry seat cover for Chewbacca etc etc. We liked the crybaby Luke, but weren't quite so impressed by Obi-Wan's terrible acting and the very sad Lethal Weapon references. In the end, though, it was the X-Wing trench attack that impressed us most, featuring some smart flying and explosion effects. And Jimmy Saville's surreal cameo at the end of the movie rounded off a very pleasing package. Definitely on the first prize shortlist for combining fine special effects with some cracking gags – nice one!

SAM LANYON JONES
Star Wars

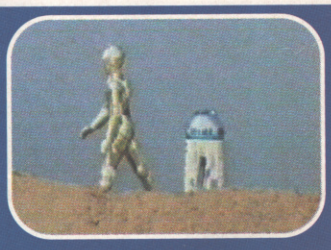
The Star Wars Cantina scene was one of the most popular with entrants - and Sam Lanyon Jones did a better job than most, recruiting a large selection of mates as extras and using the local youth club/drama hall as the location. The bloke playing C-3PO was a bit crap, and it took a little while to get going, but when, in an excellent re-writing of the original plot, imperial troops invade and a mass battle ensues, the fun really begins. We don't quite understand why the Emperor had a bizarre Turkish accent, but never mind – this was more than made up for by some excellent over-the-top special effects and a fire-fight that would put Mahabharat (dodgy Indian drama epic on BBC2 with incredibly silly battle scenes) to shame. And to round it off, Princess Leia was pretty fit as well. Phwoar!

DEREK BOYES
Star Wars

Purely in terms of professionalism and technical excellence, there was little to touch this film, from Derek Boyes and his pals from Harrogate. Actually, we reckon these guys are film students or something, because it's a bit too good for a bunch of wallies with their dad's video camera. Things got off to a shaky start in the Cantina and Millennium Falcon scenes at the start, but picked up brilliantly in the final scenes, recreating (once again) the Obi-Wan/Vader battle and, best of all, the Death Star attack. Filmed late at night in a road tunnel with cars posing as the X-Wings and TIE Fighters, this scene was cut together brilliantly to recreate all the tension of the original, with a few laughs thrown in. But it was when the cars started firing ROCKETS (yes, rockets) at each other in an obviously illegal manner that the judges were most impressed - we still can't figure out how they did it. A red hot favourite for the top spot.

STUART PARKINS
Star Wars

This was the first entry we received, and if they'd all turned out to be of this quality, we would have been happy for it to be the last. More than anything, this video made us wish we'd never asked for American accents, because they were all terrible and these ones particularly so. And it wasn't particularly funny either. Sample joke: "I can see why you call it a light sabre, it's not very heavy." Oh dear. Consolation points were awarded for the scene where the sand-person beats up Luke with a broomhandle and gets a bit carried away, and for the battle with the Star Wars toys at the end. But a low production value and distinct lack of funnies means this one will be ucky to win a mask. Nice try though, lads.



ROBERT ROMAN DE NIJS
Star Wars

By the time this video had arrived in the office from Holland, the HM Customs and Excise had already opened it and had a good look to make sure it wasn't... ahem... adult entertainment. Amsterdam and all that, you know. All we can say is, we feel sorry for the poor government official who had to watch

this tape, because it's not very good. Actually, that's rather cruel of us - it's not bad, but it's a pretty safe bet that these guys won't be jetting off to California at US Gold's expense. And there's no point in them winning a Star Wars mask because they've already got 'em. C3-PO's metallic make-up was quite good, and we approved of the original use of the local air force museum as the rebel base, but apart from that... well, let's just say we've seen other videos from Amsterdam that have better plots.

AMANDA CURL
Return of the Jedi

Originality points were scored early here - while most people opted for a Star Wars scene, curvy Amanda from Biggleswade chose to recreate one of the toughest scenes in the trilogy, the Speeder Bike chase. Trekking down to the local forest on their mountain bike, Amanda and her feller/brother/whoever cleverly framed their shots to keep the bike out of the shot (most of the time anyway) and thus create the illusion of being on a real Imperial speeder. Almost. Good use of sound effects and costume all help to make this an attractive entry.

Well, that's the pick of the bunch. The winner will no doubt be selected from one of these. But what of the others? Some of them were so bad that we decided we couldn't let the entrants get away with it – so brace yourselves as we take a whistle-stop tour through some of the worst movies since Arnold Schwarzenegger's 'Hercules In New York'...

AND NOW... THE CACK ONES

JAZ SINGH

We couldn't believe the cheek of this guy. Rather than bothering to make his own film, Jaz simply sent us a copy of his souvenir video from the Universal Studios Tour (or something like that), where you're inserted into a mini Star Trek movie starring the real characters. At least everyone else did the right movie. Go away, Jaz.

A FOSTER

The only entry we had from Merseyside and, frankly, we could have done without it. The scene where the sandpeople ransack Luke's car was quite funny, but beyond that there was little to recommend this sorry offering

B FLETCHER

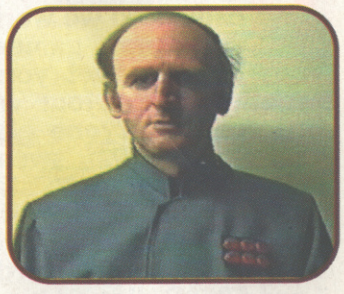
Another attempt at the Speeder Bike chase using pushbikes, but nowhere near as good as Amanda Curl's. In fact this was completely awful, with the only entertaining bit coming when one kid kicked in the spokes on the other's bike, causing him to fall over and hurt himself.

CLIVE BILBY

Mediocre special effects and bland locations combined to resign this one to the "not very good" file, although we appreciate the sacrifice he made in burning holes in his Star Wars toys for special effects reasons. Nice costumes in the Cantina scene too, but in the end Clive's dad got dressed up like a wally for nothing. Never mind.

DANIEL McLAUGHLIN

After much deliberation, the CVG team decided that, along with Jaz Singh's feeble cheat, this was the worst entry re received. No music, dull special effects and chronically bad action – and they all seemed to be taking it sooo seriously, too. This picture is of Daniel's dad, who plays an Imperial Commander – scary, isn't he? Note the Strepsils throat lozenges stuck to his jacket.



GRAHAM MAWAT

To their credit, Graham and his mates did enter into the fun spirit of things – but a little too much, we think. Before long, their Star Wars movie had degenerated into a series of bizarre wide-screen Irn Bru ads and shots of people on the floor, laughing. We'll pass this one on to Jeremy Beadle, lads – you might yet win something.

IAGO WYNN JONES

Oh dear. This was more like a video nasty than a competition entry, featuring a woman being hung and numerous scenes of extreme violence, none of which made any sense whatsoever. Sorry lads, but swearing at the top of your voice doesn't count as clever or comical. Or big.

IAIN STIRLING

We take it all back. THIS was actually the worst entry we received. Not only did the one boring scene (of Luke and Obi-Wan having a chat) comprise of completely crap acting and sets, but it also took us half an hour to find, since it was stuck in the middle of the tape containing a documentary about Orson Welles. Utter poo.

AND SO...

Well, you've seen the best and worst of the bunch. All the entries featured here will be viewed at a special CVG/US Gold gala viewing night in the pub next door, where a joint panel of experts will be selecting the winners of the USA trip and the runner-up masks. And, considering we got so many cack ones, we'll also be submitting those to be judged and a winner selected to be awarded a special award for crapness. So tune in next month, when we'll be revealing the winner of the greatest prize in the galaxy!

COMPUTER AND CVG VIDEO GAMES

SUMMER HOLIDAY

The photos they said we'd never print!

Here at CVG Towers, we all know how horrifically hard we work to bring you the greatest all-formats games mag in the world, but do you? No! We bet you think we just scrape it together every four weeks with all the unused bits from everyone else's sad tomes! You don't realise the blood, sweat and tears we go through week after week to stay at the top of the magazine podium. Oh yes, it takes a dedicated team of hardened typewriter veterans to keep this ship afloat! So, as a reward for all our sterling work, Lord EMAP dipped his incredibly short arms into the company coffers and coughed up a bit of loose change to send the crew off on a day trip to Brighton. All you need to know is that we all got very merry on the magical amber stuff, Gary and Paul fell over and every drop of liquid you see in these large pint glasses is Irn Bru, kids – honest!

The CVG boys and girls look well-happy. And why not, seeing as Lord EMAP is footing the bill! Hurah.

Look what we picked up after our trip to Whale World!

Meet Joe from Dublin, aka 'Popeye'. Jon thinks he's great. We think he's his dad.

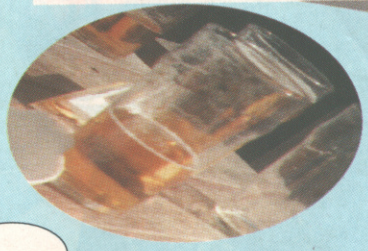
Happy, shining people! And our Publisher, Garry Williams, shines more than most. Because he sweats quite profusely after a couple of lemonades.

'Wait a minute – where's Garry Williams gone with the money for this round? Gumph!'

'If I just shimmy my arm around her, do you think she'll slap me? Ah-ha! My sweet!'

Whoever said that a man's best friend is his dog has obviously never met the man Rand...

Messrs James and Whitta deep in magazine-related conversation. And if you believe that, you'll believe anything.



Paul Rand wears his special 'Non-ugly' glasses. It was either that or bring out the barge-pole!

David Nye's only jealous 'cos Randy pulled. No shop doorway action for Dave!

Love is...

Anglin's borrowed Paul Rand's special glasses!

'Didn't we have a luvverly time the day we went to Brighton?' 'And don't I look quite hard and cool in this photo?' – Rand.

STEVE SAYS

He's back! He's bad! He'll help you if you're sad! After an incredible debut in last month's CVG, Steve Keen returns to solve all your computer and console gaming problems! He's seen it all before and now he's here to tell you all about it !

MANGA MAD

Dear Steve,
I've got a bit of a problem that's gnawing through my senses even as I write. In last month's issue there was an advert for Manga videos. After reading it I immediately dashed down to the video rental shop to see if they had any in store. To my dismay they didn't have a single one! Since then I've been scouring every video shop in my area for that Akira film and can't find it anywhere. So I turn to you. Where the heck can I get my hands on some decent Manga!
PAUL TITHERADGE, HERTS

Yeah, Manga vids are the tops! It's relatively unheard of in the mainstream and only those with their fingers clamped onto the hipest pulses around know where to get the red hot tapes. A quick call to out pals at Manga HQ revealed that top titles such as Legend Of The Overfiend and Akira can be snapped up at HMV, WH Smith, Our Price, Virgin, Blockbuster Video and an ever-increasing number of corner shop stockists. So take your pick!

I WANT GAMES!

Dear Steve,
I am an Amiga fan and indeed a Sensi Soccer and Street Fighter 2 nut. So, please could you tell me if they are making Street Fighter Champion Edition and another Sensi Soccer. Please put me out of my misery, thanks.
SRIRANGAN SRITHARIAN, ESSEX

We can't say that there wouldn't be a Champion Edition, but it's about as likely as finding a fish with two heads in a box of fish fingers! However, the good news is that Sensi Soccer 2 – Sensible World Of Soccer will be with us on the Amiga by Christmas.

TALKING TURBO

Dear Steve,
I own a Mega-CD and a Megadrive and I am really getting bored with them. I am thinking about getting a Turbo Duo and I would like to know a few things before I buy one. So, could you please answer these few questions for me?
1. Is there any way I can get a Turbo Duo and play it without buying a SCART TV or a monitor?
2. Can I use Turbo Grafx and normal PC Engine games on the PC Engine side of the Turbo Duo?
3. Can I use normal CD PC Engine games on the Turbo Duo?
4. I am very interested in being a reviewer for CVG . What subjects in school would I need to take and what qualifications do I need for this job. I am also excellent at art. If it means anything to you I am also good at French and German?
5. Which is better; the Turbo Duo or the Megadrive?
P.S. At least you're brave enough to show your face, unlike Yob!
ROBERT MILLER, DONCASTER

1. The only way is to have your machine converted by professionals. Phone ACE Consoles on 071 439 1185.
2. It all depends on whether your Duo is American or Japanese. You can't play an American game on a Japanese system and vice-versa. You can buy converters, but they cost a bomb. By the way, anything called Turbo Grafx is automatically an American machine.
3. Yes, of course! When are you guys gonna learn that all a Turbo Duo is is a PC Engine with a CD drive strapped onto it!
4. We already have the best reviewers in the business, but if anyone is that interested, try getting some experience with the hundreds of fanzine-type magazines out there and send in examples of your work to bigger mags. Most importantly, study the individual magazines' styles and adapt your reviews to theirs. It's called House Style in case you're interested.
5. Although Paul Anglin sleeps with his Duo and talks to it I can't help but recommend the Megadrive out of the two. The Duo is superior in many ways; CD technology, fabulously fast shoot 'em ups and great graphics for an 8-bit. But the Megadrive is 16-bit and has unrivalled software support with top games coming out of its ear holes – and with the Mega-CD, anything's possible. The choice is yours. Just bear in mind that Mega-CD technology is in the very early stages at the moment so hang in there – things will get better.

SNES STRIFE

Dear Steve,
I'm really fed up with my British SNES. It's not that I don't like the machine, far from it – it's the best thing in my bedroom, apart form the 1992 Pirelli Calender. It's the fact that I hate buying import games and having to look at a teetering tower of plastic and carts swaying out of my SNES every time I want to play an up to date game. British releases are so far behind American and Japanese ones and if you look in the shops there are none of the game currently being reviewed in magazines. Surely there must be a better converting system and why do we have to wait soooo long for import games to be released?
MICHAEL WATTS, LONDON

We agree. On the one hand the converters are invaluable for playing juicy games right NOW, but they look awful. All the actual converter does to work is match your back-up cart's security coded number to the same one held in your machine and then bypasses to the game. You can get this feature put inside the machine by an expert and then just flick a switch concealed nicely on the side to change between Jap and UK carts. This still won't help you with USA games though. As for release delays it's mostly a case of distribution setbacks. We only know of one company, Konami, who are wrestling with the possibility of simultaneous worldwide releases which would be great. However, most companies are so big and have so many subsidiaries they just can't communicate together enough to work all the details out. Why oh why they decided to try and control the import of carts through grey import areas is beyond me 'cos they get through even now anyway, don't they. Have a copy of Super Mario Kart on UK SNES for your letter.

AND THAT'S IT! KEEP 'EM COMING AND I'LL SEE YA NEXT ISH!

GREAT GUY

JUST ANOTHER DAY...

Gosh, thank heavens for *CVG*, making me **look great** and enabling me to have a **brilliant life!** More drinks, girls?

You're so dreamy Great Guy. And it's all thanks to **CVG!**

ON THE WAY HOME...

Hmmm, the bus is a bit late today.

THE NEXT DAY, AT NUMBER 10...

Well done, Mr Guy! And it's all due to this ***CVG*** magazine, I believe.

That's *right*, Mr Prime Minister

GREAT GUY LEAPS INTO ACTION...

OH NO YOU'RE NOT!

CVG! AAIEEE!

BUT THEN...

Yes, indeed we are.

INFIDEL! We are the **Shining Brothers of Dawn**, and we are going to **hijack** the bus and take it to, erm ... somewhere completely naff!

CRASH! BANG! WALLOP! ETC!

AND SO, AT MI5's SECRET SPY HQ...

Mr Guy, yet *more* crackpot terrorists are attempting to detsroy everything we stand for! As a reader of ***CVG*** only **you** can stop them!

Leave it to me, Mr Spy – I won't let you down!

BACK IN LONDON...

AMAZING! *How* do you do it, Great Guy?

Your problems are over, Mr Spy! The insurgents have been **wiped out!** Oh yes – *and* I've eliminated world hunger and poverty as well.

LATER, IN THE YOUTH CLUB...

It's all thanks to ***CVG!***

Bog off, urchin!

Excuse me, do you come here often?

GUMPH!

Have you noticed I read ***CVG?***

Oh, that's *different*, then. Can I have a wet snog?

AND SO ON...

AND THE MORAL IS...

HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?

ON SALE

15th OF EVERY MONTH

PREVIEW

MEGADRIVE

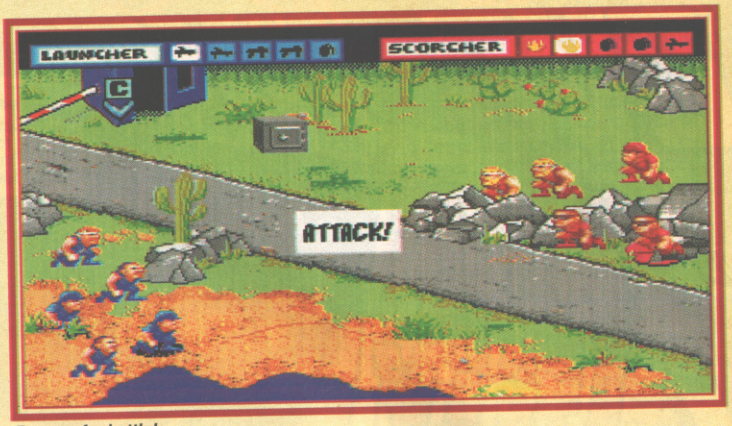
by ELECTRONIC ARTS

£39.99

SUMMER RELEASE

Stage of Development

90% Completed



Prepare for battle!

A fistfight ensues when two rival soldiers get within sparring range.

Later levels see the armies fighting in the streets.

GENERAL CHAOS

Forget about the horror of war – Electronic Arts' latest makes maiming and killing people a hoot!

Everybody loves wargames, right? Right. And we reckon that people are going to love EA's tongue-in-cheek stab at the genre more than most. Time was that the word "wargame" filled most gamers with dread at the thought of little pieces of plastic/sprites being pushed around a board/screen in a dreadfully dull fashion and nothing remotely exciting happening ever. But the image of military gaming's been changing over the years, becoming more accessible and more fun – and now EA's taken the genre to its logical conclusion and beyond with General Chaos, a game that takes war about as seriously as the Krankies.

The two warring provinces of Morinica and Viceria have never been able to settle their differences over the meeting table, so it's left to barmy army Generals Chaos and Havoc to get things sorted on the battlefield. Described as a "killer comedy combat game", General Chaos puts you in the title role as the army commander who must guide his troops to victory over Havoc's forces through a series of violent armed clashes to advance into enemy territory and eventually take over Viceria.

So how's it all done, then? Well, in the most gratuitously violent manner possible, of course! The General's campaign is split into a series of individual skirmishes, with a particular part of land at stake in each. After selecting a small squad of battle-hardened mercenaries from the mean-looking groups available, you send your team, armed to the teeth, into battle to take on the enemy at close range. Battles take place on a single-screen warzone with you, as the General, ordering your troops how to behave – where to move, who to fire at, when to lob a grenade, etc. Basically the two forces blast the hell out of each other in a close-quarter firefight that would make Norman Schwarzkopf wince.

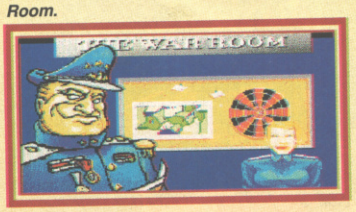
From the screenshots here and that brief description, you've no doubt sussed that this is no game for the lily-livered – but you have to see it run to realise just how out-and-out HARD it really is. Armed with machine guns, missile launchers, flame throwers and dynamite, the Chaos and Havoc forces contribute to a body count bigger than your average Arnie movie – it's a good job medics are on hand to stretcher off and patch up the wounded. But among all this carnage and, well, chaos, there's a proper strategic element, EA assures us, so that players with a bit of brainpower will always succeed over the not-so-clever gung-ho, Rambo types. Well, almost always.

With its comical portrayal of military violence, General Chaos might even be heading for trouble with the likes of The Sun and The Daily Mail always ready to go berserk at the sight of a slightly "dodgy" game, but EA doesn't seem to mind – it's all about having fun they say, and having seen some of the hilarious animations featured in the battle scenes, we're inclined to agree. With the US programmers just putting the finishing touches to the game as you read this, it should be ready for review next month. Look out for this – we think it's gonna be good.

PAST FORM

Electronic Arts aren't shy when it comes to producing controversial software. Not too long after the Gulf War ended, amid rumour and speculation as to which would be the first firm to create a software title based upon the conflict, EA launched their Desert Strike game. Even though many reckoned the subject to be slightly taboo so shortly after the war, the game nevertheless met with critical acclaim and has now spawned a sequel, the totally excellent Jungle Strike.

Chaos works out his "tactics" in the War Room.



PREVIEW

SUPER NES

by IREM

Price TBA

AUTUMN RELEASE

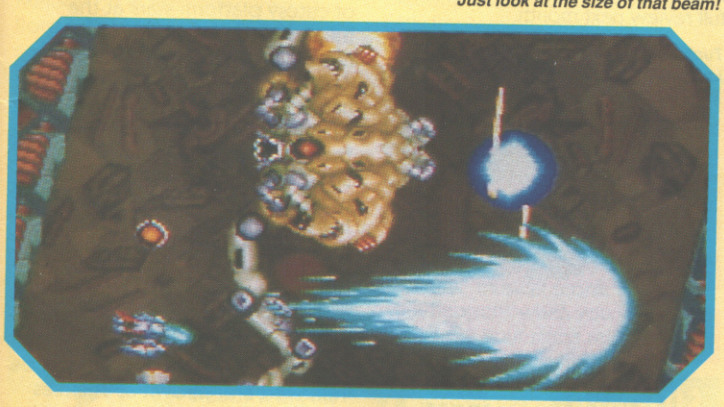
Stage of Development

75% Completed

R-TYPE III

Brace yourselves – one of the world's best-loved blasters is on its way back to the Super NES. Gary Whitta blasts off to destroy the evil Bydo empire. Again.

Just look at the size of that beam!



If they ever make a list of the top ten best-known coin-ops of all time, it's a good bet that R-Type will be up there with the best of 'em. Inspired by 70s classics like Defender and Scramble, Irem's sideways-scrolling shoot' em up brought the age-old genre back to life and inspired a flood of clones and rip-offs – but none that were anywhere near as good as the original.

An excellent Super NES conversion and impressive coin-op sequel later and R-Type is back again, with a new look for '93 and a catchy new title – Super R-Type III - The Third Lightning, no less. Fear not, fans of the original – Irem hasn't gone and done anything stupid like turning it into a 3D game or anything. It's the same left-to-right blasting action that arcade fans around the world have come to know and love, but in the grand tradition of sequels there's no end of improvements and new features.

The basic idea should be familiar to you all, though – blast off in your R-9 fighter to destroy the evil Bydo, battling through six stages of scrolly action and taking on the biomechanical baddy at the end of each.

Nothing new there, you'd say, and you'd be right. Super R-Type III's improvements over the earlier versions lie in more specific areas – the weapons for example. One of the first games ever to feature power-up weapons, R-Type has always been famous for its spectacular array of digital killing technology, and R-Type III has got more than ever before. It's now possible to bolt not one but THREE types of indestructible "force" (the metal bauble with super laser powers) onto the R-9, each with its own individual firing style. Also look out for two types of power-up Beam weapons – the original laser has been joined by a new "hyper" shot that simply has to be seen to be believed!

The result of all this high-octane shooting power being crammed into the 16Mb cartridge is a game that, potentially at least, looks like it's going to wipe away not just the previous R-Type games but all the other pretenders to the shoot 'em up crown on Super NES. Just take a look at the screenshots here and you'll see why the CVG boys are licking their lips in anticipation of this one dropping through the letterbox!

The only problem is we don't know when it'll be, as although Irem were nice enough to sort us out with these exclusive piccies all the way from Japan, they're not saying when the game will be finished and released. It's bound to be sometime this year, but until more details come back from CVG's all-work-and-not-at-all-like-a-free-holiday trip to the CES in Chicago, all we can do is keep our fingers crossed!

The title screen in all its glory.

You can have explosions a-plenty when you've got 16Mb to play with.

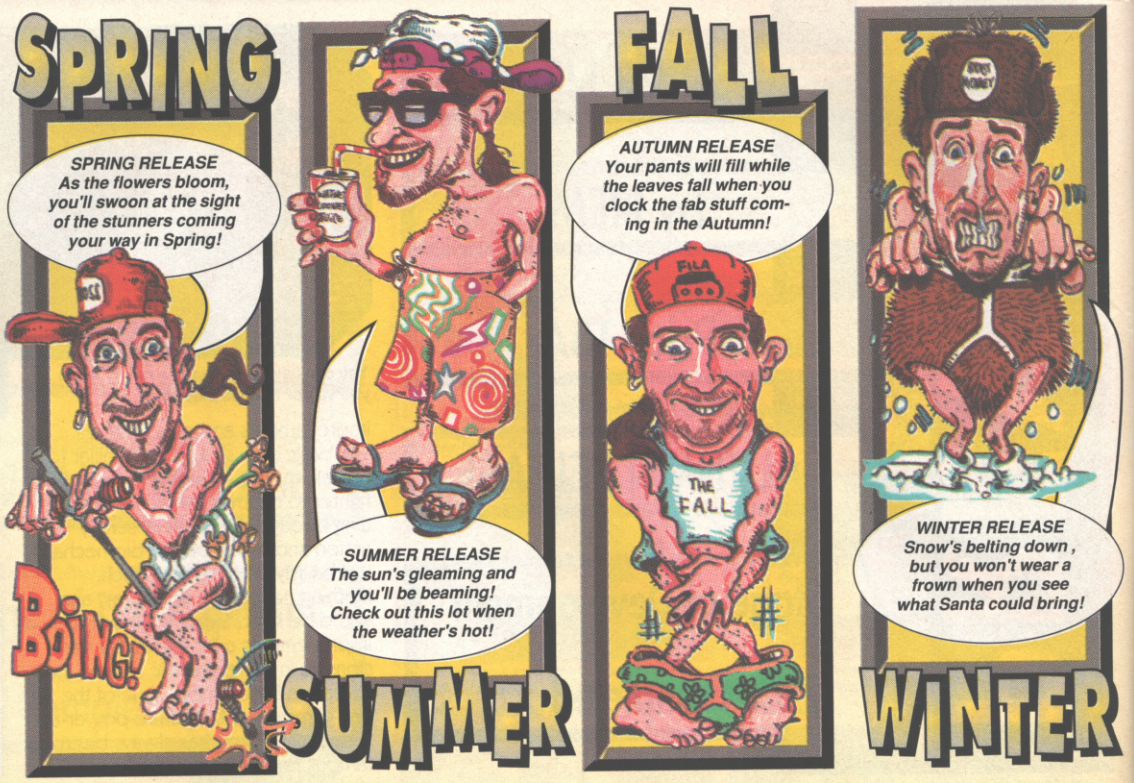
Use the Scatter Beam to wipe out all the nasties in a single shot.

PAST FORM

What is there to say about R-Type that hasn't already been said? We don't know, but we'll have a jolly good go anyway. Still regarded as one of the most influential coin-ops of the past decade, Irem's classic stunned games-players with its bizarre biomechanical graphic style (inspired in part by Alien) and has been converted to almost every format imaginable – it was one of the first (and best) titles on the PC Engine, and was so big it had to be spread over two separately-sold cartridges. It's still one of the best blasters on Super NES and Amiga, although strangely Megadrive owners are still waiting for their version. In the arcades, R-Type II never quite captured the attention of gamers as much the original, but Activision's Amiga conversion is still one of the best floppy blasters around. Super R-Type III is the first game in the series to be written for a home format first rather than to begin its life as a coin-op, so it remains to be seen if Irem's original work on Super NES is as good as its creations in the arcades. We're all very optimistic down here...

PAST FORM

PREVIEWS



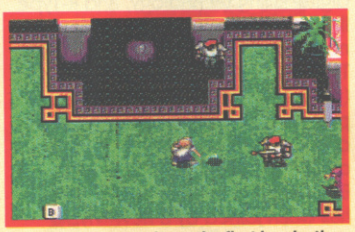
TECHNOCLASH

MEGADRIVE • EA • £39.99

Oh dear. The future's not looking too rosy according to the scenario of Electronic Arts' latest Megadrive blast. In the Gospel according to Technoclash, all the poor humans can look forward to is an epic battle between the primitive human survivors of a nuclear war and the Engine Men, an army of walking technological terrors bent on snuffing them out.

Yeah, it all sounds a bit Terminator-ish, but in fact the feel of the game is a strange mix of high-tech sci-fi and dungeons 'n' dragons fantasy.

The stars of the show.



Battling with guards on the first level – the casino.

It's a bit like Mad Max meets Lord of the Rings.

You are Ronaan, the human race's heroic last hope for survival. With a bagful of magic spells at your disposal, it's your job to herd the Engine Men back into their own dimension and destroy them.

Basically, it's a blast 'em up with a bit extra, with the eight-way scrolling Gauntlet/Chaos Engine style action combining arcade adventure and puzzle elements to keep your brain as occupied as your trigger finger. The "spells" are basically power-up weapons, with a few particularly lethal ones among them (check out the lightning bolt) as well as a few handy non-combat spells like heal potions thrown in for good measure.

There are plenty of nice touches – the player can choose between two computer-controlled "bodyguards" to follow him on his quest over seven worlds and sixty levels, and there's an innovative "living map", where a magical falcon surveys the entire level from the air so you can check on the position of guards, objects etc. Technoclash is due out this August, and if we're in a good mood we might just treat you to a full review next month.

Turn those Engine Men into scrap at the junkyard.

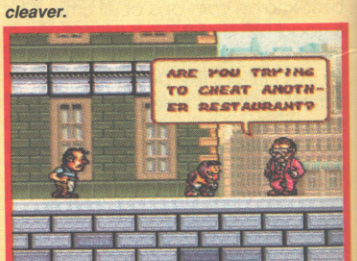
ROCKY RODENT

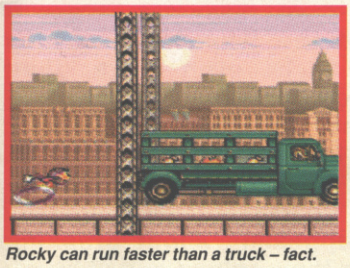
SNES • IREM • £TBA

Now this is weird. Rocky is, well, a rodent with a BIG appetite and a turn of speed that would put Sonic the Hedgehog to shame. He spends his days eating his way through the menu at various cafes and restaurants around the city, then legging it at high speed when the bill comes. But when he's finally caught, the owner of the restaurant makes him an offer he can't refuse – rescue his only daughter Melody (recently kidnapped by the Mafia, conveniently enough) and in return eat as much as he likes for free at the restaurant – not be refused.

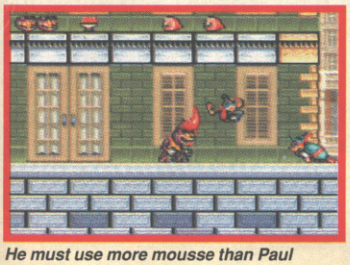
And so a new console hero is born – and although there's no shortage of cutesy platform stars at the moment, this guy seems to have more going for him than most. Apart from Billy Whizz legs, Rocky has one important, and very bizarre asset in his battle against the mob – his hairdo. Initially he sports a rather unfashionable skinhead, but by collecting cans of hairspray littered around the city, his dull locks can be transformed into a variety of outlandish – and lethal – hairstyles. His spike cut is so thickly lacquered it can impale bad guys and help Rocky scale walls, while his mohican cut can be removed and thrown at enemies

Keep away from the angry chef with the cleaver.

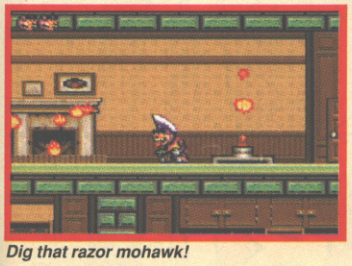




Rocky can run faster than a truck – fact.



He must use more mousse than Paul Anglin!



Dig that razor mohawk!

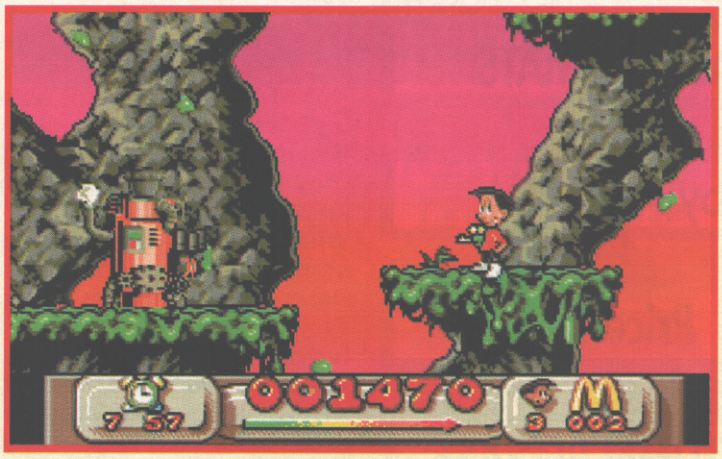
like a boomerang! Well, we said it was weird.

Although the preview cart has only been in the office for a few days, it's already got the CVG boys under its surreal spell. Rocky's one of the most original platform stars we've seen in ages, and Irem has steered clear of the traditional platform style, including off-the-wall stages like an impressive chase sequence when Rocky pursues the Mafia as they drive Melody off in their armoured van. Rocky should be speeding onto a software shelf near you later this Summer, but you can look forward to a full CVG review next issue. That's if we can stop playing it long enough to write it...

GLOBAL GLADIATORS

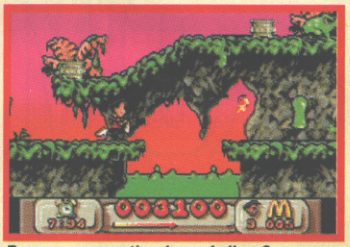
AMIGA • VIRGIN • £30.99

Already a big hit on Sega formats, those super-cool environmentalists Mick and Mack are coming to the Amiga. Dedicated, it says here, to ridding the planet of all rubbish, slime and filth (first stop Bath, then - Ed), the McDonalds Global



Take out the goo machine for eco-points.

Thank heavens for McDonalds saving our planet.



Dare you cross the river of slime?

Gladiators have to do just that by – you guessed it – running and jumping their way through four environmentally-unsound landscapes including that ice world that no platform game would be without. Early impressions of Global Gladiators suggest that Virgin has done a top job of porting the Megadrive version onto the Amiga with no compromises and even improvements in some areas. All the original 1,250 animation frames that gave Mick and Mack their life-like movement are in there, for example, along with all the enemies and weapons and a "groove-pendous" musical score. (This is what happens when you let Gary Penn write your press releases). Here at CVG we're hoping that Global Gladiators will be a hit – if it is, it might just open the floodgates for more console-to-Amiga conversions of the sort that Electronic Arts has been pioneering recently. It all adds up to good news for Amiga owners, especially since the Commodore machine proved it can do anything the consoles can when programmed properly. For the moment, though, look out for Amiga Global Gladiators in the shops and CVG next month.

JAMES POND 3: OPERATION STARFISH

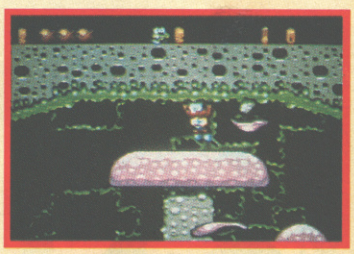
AMIGA • MILLENNIUM • £TBA

Console heroes come and go, but like Mario and Sonic, James Pond has proved he's here to stay. After successful outings in the original James Pond, the sequel RoboCod (reviewed on SNES this month) and the sporty spin-off Aquatic Games, the piscine secret agent has been brought back for his most dangerous mission yet by original creators Steve Bak and Chris Sorrell.

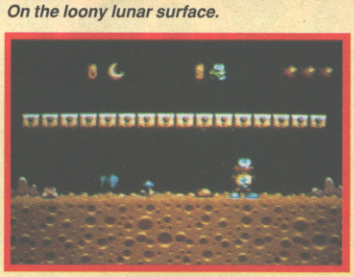
In Operation Starfish, FI5H dispatches Pond to the moon, where rumour has it that the sinister Doctor Maybe is once again hatching a plot to take over the world, or something. So, the scene is set for more of the same platform fun that's made Pond a household name in the UK, with a few new twists based around the space-age setting. For a start, we all know the moon is made of cheese, so everything in the game landscape is a kind of diary product – there are rivers of cream, butter mountains and even ice cream at the North and South poles! And don't forget that there's not much gravity on the moon, allowing for giant jumps and, if you can find the magnetic gravity boots, the ability to walk on the walls and ceiling!

Interestingly, Operation Starfish is being written first for the Amiga 1200 (which makes it one of the first dedicated games for the machine) to make full use of the 32-bit machine's top capabilities, with a cut-down A600 version to follow shortly after. And, of course, Megadrive owners can look forward to their version courtesy of Electronic Arts. Operation Starfish blasts off this Autumn, so keep 'em peeled in CVG for more info soon...

We like the snazzy Flash Gordon vest, James.



On the loony lunar surface.



The moon IS made of cheese!

PREVIEW

ALL FORMATS

by ACCLAIM

Price TBA

AUTUMN RELEASE

Stage of Development

98% Completed

MORTAL KOMBAT

Alright, we've all heard the hype. But why IS Mortal Kombat going to be even bigger than Street Fighter II, as everyone seems to be claiming? What's this game got that everything else hasn't? Why have we had to wait so long for it? And why can't they spell Combat properly? Gary Whitta has all these answers, and more...

What is it that seems so appealing about breaking somebody's legs, puncturing their spleen and splitting their head open with a piece of wood so you can watch their brains spill out all over the floor? The truth is we haven't a clue, but what we DO know is that software houses have been coining it in for over a decade by selling you games that pander to your violent tendencies. Let's face it, you must like a bit of aggro to have bought over 6 million copies of Street Fighter II.

This is the guy you've got to beat – the awesome Goro.

REAL ACTION

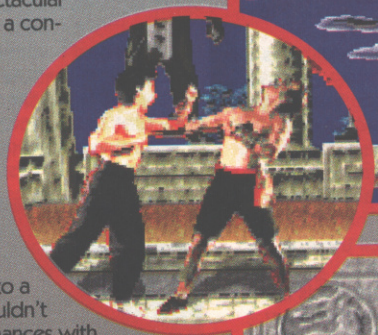
No game, however, can claim to have gone quite so far in the OTT violence stakes as Midway's Mortal Kombat. Basically a one-on-one martial arts extravaganza a la SFII, but using digitised characters to create super-real fighting action, MK, through a mixture of fine playability and EXTREME violence, became the most played arcade machine in the USA last year, and the craze is catching on over here. After all, where else can you punch someone's head clean off or remove their spinal cord with your bare hands?

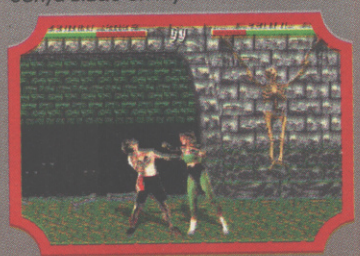
It was almost inevitable that Acclaim, always ready to put their hands in their pockets for that big licence, would snap this one up – and since they did last year, Cryodon-based Probe Software (of Terminator and Alien 3 fame) has been working on bringing it to the Megadrive, Mega-CD, Master System, Game Gear, Game Boy, Amiga and PC, with Nintendo versions being put together behind top-level security screens in the USA

STREETFIGHTER KILLER

But with the game nearly complete and one of the biggest promotional campaigns the industry's ever seen about to begin, the question to ask must be - "What's so bloody good about it, then?" And more importantly, what makes this better than the current king of the hill, Street Fighter II? Gary Liddon, the man in charge of Probe's Mortal Kombat konversions, reckons he's got the answer. "Mortal Kombat's digitised graphics, quick action and spectacular fatalities give it a considerable edge over Street Fighter II," he reckons.

"The characters of Mortal Kombat's fighters are a lot better than SFII's," he goes on. "If it came to a punch-up I wouldn't rate Blanka's chances with Goro (MK chief baddy). What's more, if I was out on the town with a lovely lady I'd much rather be seen with Sonya Blade on my arm than Chun Li."





Hot action down in the torture action.

Scorpion gives Sonya a good kicking.

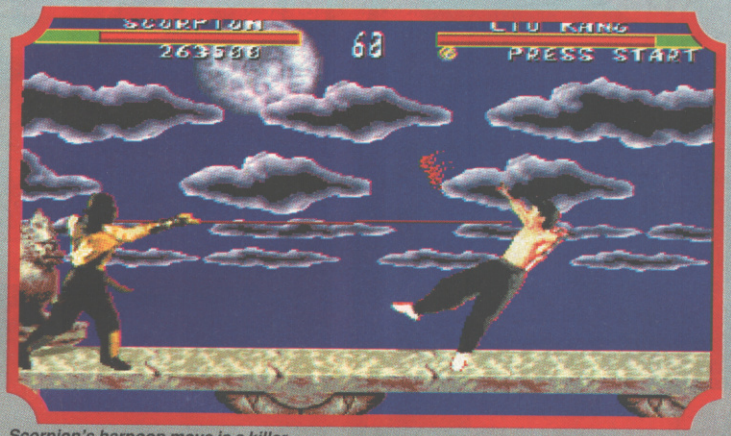
Each fighter has his own interesting life story.

Ouch! Liu Kang takes a lightning bolt in the head.

SOFT OPTION

Actually, it's worth noting that, while the coin-op features all this gratuitous horribleness, the home versions aren't quite so bloody - not normally, anyway. In the game's default mode, the violence has been toned down, with no visible blood or death moves, so that people like Mary Whitehouse don't get in a tizz about it. But (and keep this to yourselves) if you input the secret cheat, you can switch to "arcade mode", which is every bit as bloody as the arcade original. That cheat's going to be hot property once the game goes on sale.

You heard the man.



Scorpion's harpoon move is a killer.

SHHH! IT'S A SECRET

As is traditional with blockbusters of this size, everything about Mortal Kombat has been kept as secret as possible prior to the big PR explosion in the months ahead – only a few magazines have been granted sneak previews of the game in action (CVG included, of course), and our top spies are pleased to report – initially, at least – that the conversions are looking surprisingly good; the shots on this page ARE from the Megadrive version, not the coin-op. We kid you not.

Mortal Kombat will be released simultaneously worldwide on all formats on September 13th – referred to by Acclaim as "Mortal Monday". According to Acclaim, it's going to be the only game to be seen with this Autumn, and if the finished product lives up to one tenth of the hype, they'll be right. But you know CVG – we don't like to count someone else's chickens before they're hatched, so we're reserving our official judgement until next month's review. Be there.

PAST FORM

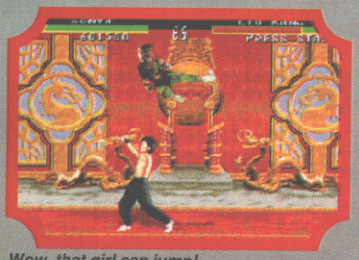
For the Mortal Kombat project, Gary Liddon recruited some of the top proggers and artists in the the country to Probe's Dream Factory in Croydon – and contributed some of his own programming expertise too. Liddon's personal past glories are many and varied; a former ZZAP!64 journalist, Liddon co-founded the successful software house Thalamus before working as a programmer in both the USA and Australia. He's now back on his native soil, however, and has since written such classics as Ricochet, The Last Ninja and Loopz. "It's a puzzle game," says Gary, "The puzzle being 'Why have I bought this?'" Mortal Kombat is Gary's biggest project since he's been at Probe – almost as big as he is, in fact, and he's relishing the challenge of his next game. Which isn't about the Incredible Hulk. Honest.

MEGA SQUEEZE

But hold on a minute – let's not get carried away here. After all, the Midway coin-op is one of the most advanced on the market. Can the Megadrive really cope with the coin-op's digitised animation, sampled sound and lightning gameplay and come up with honours? Well, project manager Liddon is in a better position than anyone to know – he worked at Midway's Chicago offices while the coin-op was being programmed, and knows both machines inside out. "The coin-op uses the equivalent memory to a 64Mb cartridge for the graphics alone!" he says.

"Squeezing all them into 16Mb has been a real trial and we had to develop plenty of new programming techniques to make the dream possible."

"We're really happy it looks so close to the original," he goes on (Yes, he does – Ed), "but more importantly we feel that we've got the playability spot on. The game code from the original was converted almost line for line, so if you're red-hot on the cart you can go down the arcade and give everyone down there a good pasting, too. I'd say the team that made this game possible is among the best in the country. Megadrive SFII is going to have to go some to come anywhere near the quality of this conversion!"



Wow, that girl can jump!

Waggle the joystick to break bricks and win points between rounds.

Work your way up the fighters table and to glory.

CHARACTER ASSASSINATION

Players familar with SFII should have no trouble getting to grips with Mortal Kombat – or at least the basics of it. Select your character (there are seven in all, from the metal-skulled thug Kano and super-cool Johnny Cage to Bruce Lee-lookalike Liu Kang and Sonya Blade, the kung-fu bitch), then proceed to knock the hell out of your opponent with a variety of kicks, punches and special moves. It's worth trying to find those "special" attacks that are hidden behind complex joypad techniques – the hooded Sub-Zero, for example, is capable of firing a harpoon into his opponent and dragging him towards him for a close-range attack. Not pleasant. But it's the Death Moves that are most spectacular; with an opponent beaten senseless and on the point of passing out, you have a couple of seconds to perform a final finishing-off move that literally KILLS him or her in the most graphic manner possible.

PLUS! WATCH OUT NEXT MONTH FOR A SPECIAL MORTAL KOMBAT CELEBRITY CHALLENGE!

COMPUTER AND CVG VIDEO GAMES

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SUMMER MADNESS!

It's holiday time! And while you've all been relaxing on the beach, the CVG Crew will have put together yet another world beatin' issue of the magazine. You may think that the sun's a bit hot but next month's CVG will be a real scorcher! So, if you're not afraid of a few burn marks in your Y-fronts, then just take a look at some of what's coming up in next month's sizzling CVG!

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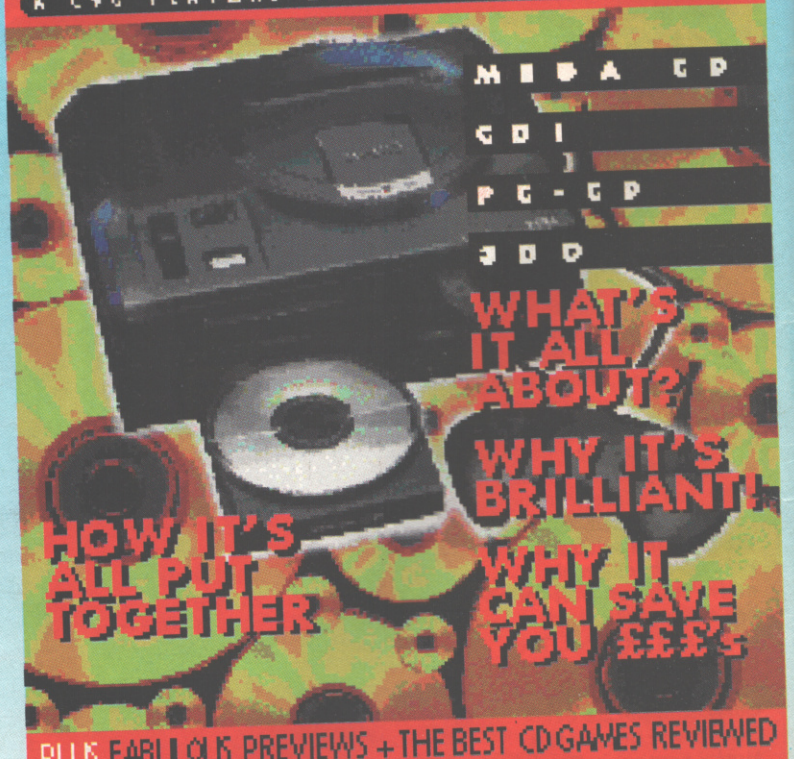
STARWING

• THE PLAYERS' GUIDE PART 2. THIS MONTH'S GUIDE WILL TAKE PART OF THE WAY. NEXT MONTH, WE''LL BE SHOWING YOU JUST HOW TO FINISH THE GAME COMPLETELY AND BE THE ENVY OF ALL YOUR FRIENDS...

MEGA! CD

A CVG FEATURE ON THE FUTURE OF GAMES



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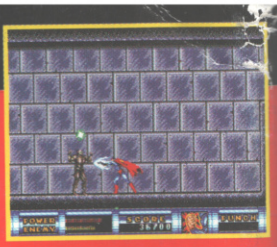
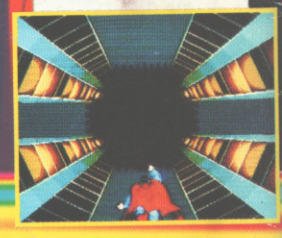
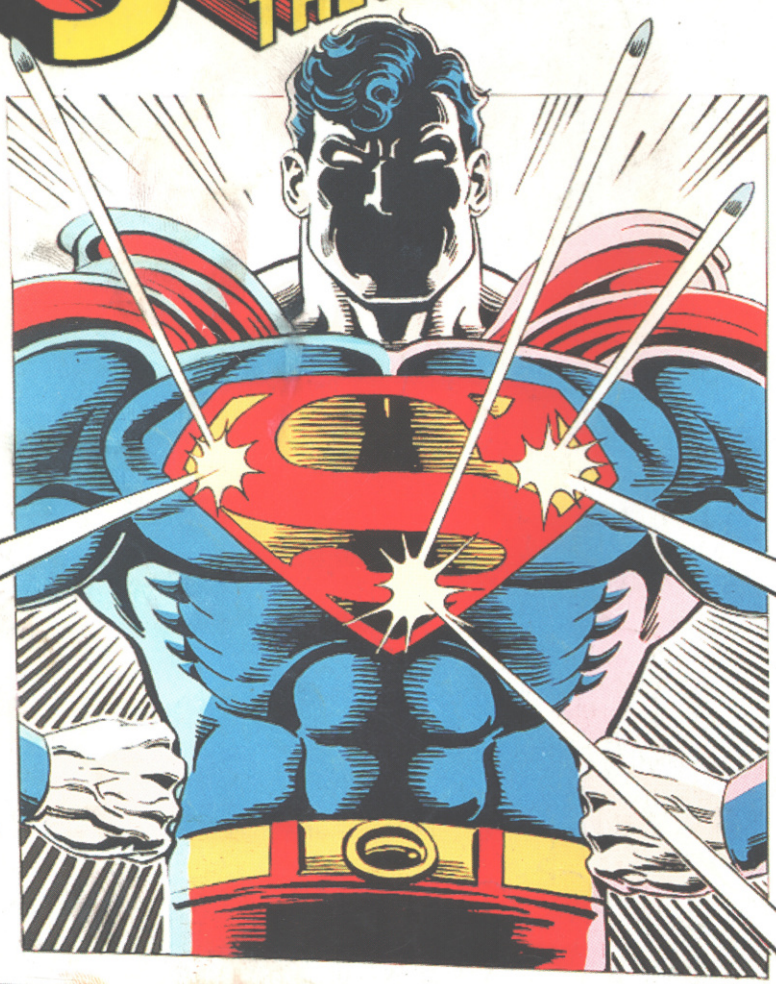




SUPERMAN™ THE MAN OF STEEL™



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